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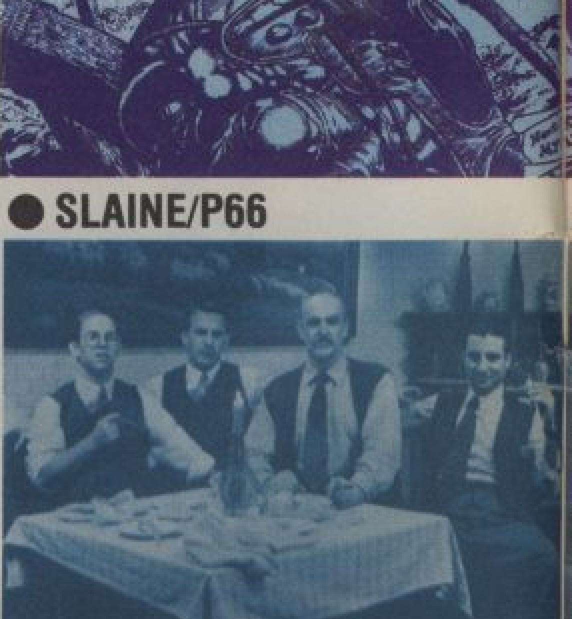
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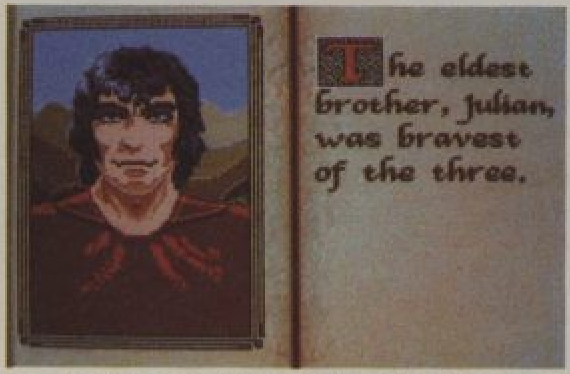
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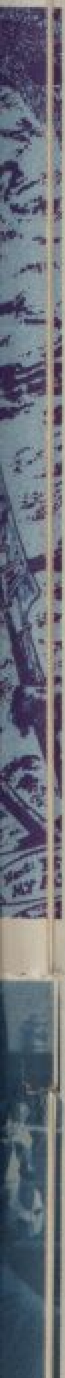
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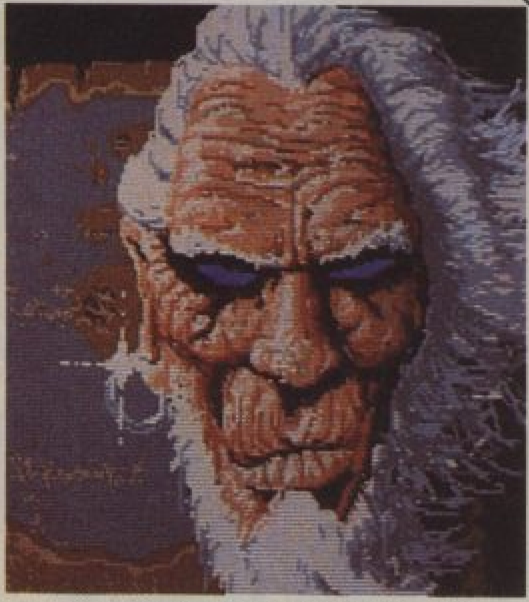
Inside Story

And a new age dawned in the legend of Computer + Video Games as the world's greatest computer magazine strides on bringing you the future today.

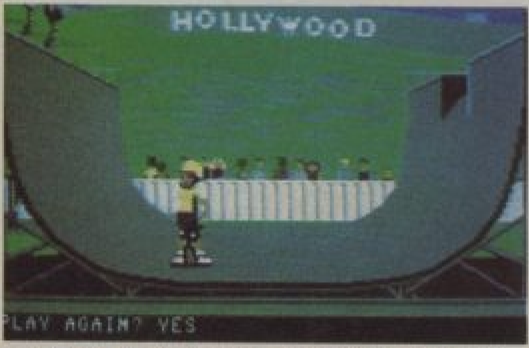
Barbarian Slaine runs amok in our exclusive preview and we bring you the map of this amazing game. And don't miss the pulse-pounding competition that goes with it. Check out the A-team our FREE 24-page Atari ST and Amiga supplement and marvel at artist Herman Serrano's work on *Ancient Mariner*. The Mean Machines are Sega, Nintendo, Sega and Atari — are back creating new sensations. We've also a five page PCW Show preview, packed with all the new games. All this plus a Centurions Map and competition, news, tons of reviews and much more. C+VG — essential reading.

Tim





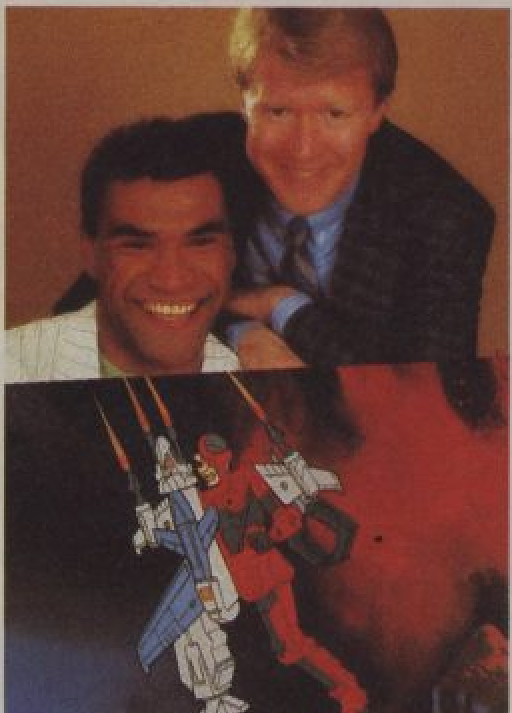
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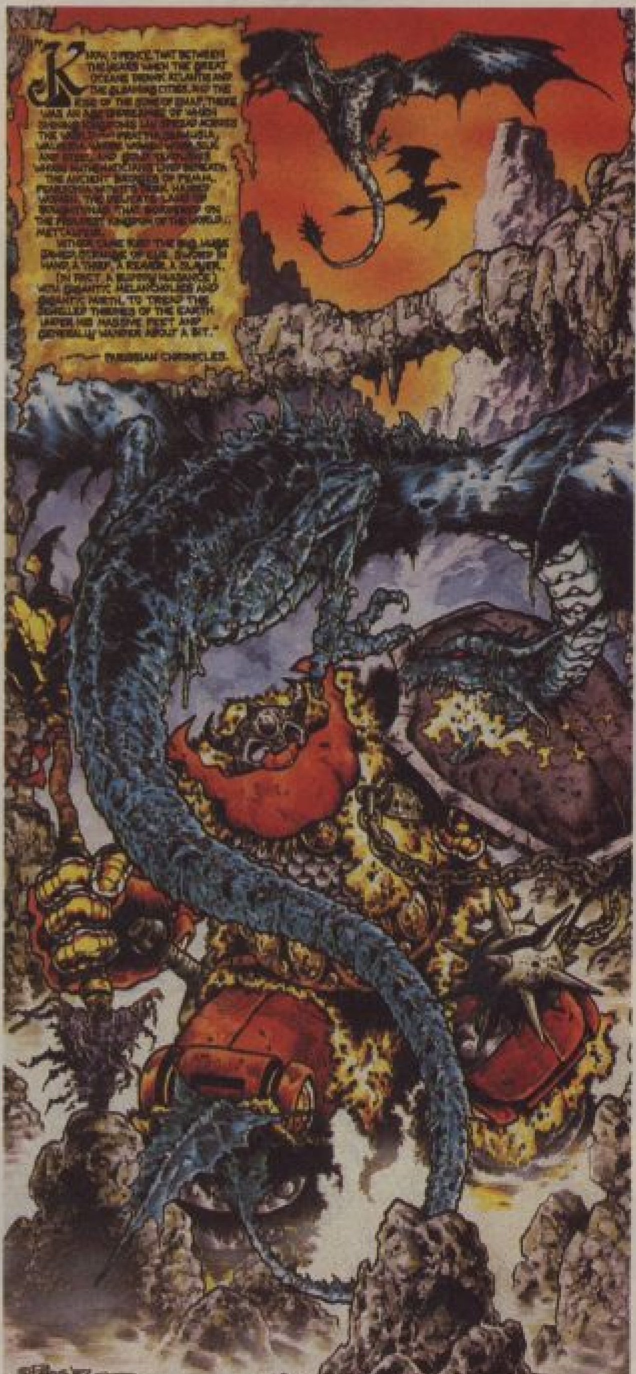
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News



■ No-one knows exactly what the amazingly secret US Stealth Fighter looks like. No-one except Major Bill of **Microprose** that is! The new flight-sim from the Stateside specialists features this advanced "invisible" aircraft. The designers of this game, **Jim Synoski** and **Arnold Hendrick**, noted that the Air Force does not acknowledge the development of the Stealth aircraft, but that its existence has been confirmed by other sources. "We have a fair idea of what the capabilities of the plane must be," said Hendrick.

Project: Stealth Fighter will be available first on Commodore 64/128K priced at £14.95 cassette and £19.95 disk, with other versions following.



■ Get an eyeful of these solid three dimensional graphics from **Driller** on the Spectrum from **Incentive**.

The game is set on a new Earth colony once inhabited by an outlawed alien race. Their mining activities have led to a build-up of dangerous gas below the planet's surface and everything is just waiting to blow.

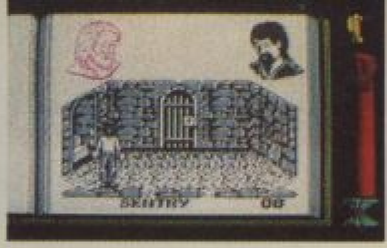
Using your driller tank you must explore the planet and drill in the correct areas to release this dangerous build-up. There are clues scattered around for the best place to drill or you can do it by trial and error. Laser turrets left by the aliens to protect the mines



are still active — so watch out.

Driller will be out in October or November.

■ Coming soon from **Electric Dreams** is **Knightmare** — the computer role-playing arcade



adventure game based on the soon to be seen TV show. C+VG saw an early version of the game down at ED's Southampton programming palace and it looks exciting. The action takes place within a mysterious castle and you have to complete a mysterious quest helped and hindered by two oracles. **Knightmare** the TV show started on ITV on September 7th — we've seen the pilot and can tell you that the show, which will go out twice a week, is really ace. Teams of adventurers guide one of their number through a TV dungeon, helped by Treguare the Dungeon Master. Don't fail to catch the show!

■ Have you been wondering what **Archer Maclean** has been doing since the classic **Drop Zone**? We have — and now we've found out. He's been putting together **International**



Karate 2 for **Activision**. And if you think that **IK2** is just another martial arts game, think again. Archer has taken the original game, added an extra computer controlled player, remixed the music and chucked in a new bonus round. IK2 will hit the streets in October and will set you back just £9.99.

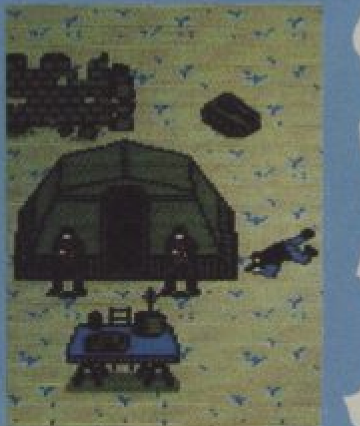
■ Meet **Bravestarr**, the rootin' tootin' cosmic cowboy! He'll be riding into computerville around Christmas time partners — but watch out for the TV cartoon starting in September and the







■ **Commando** with lots of frills. That's the new action game from **Microprose**. A real departure for the flight-sim specialists, **Airbourne Ranger** is a fast moving shoot 'em up. There are 12 missions in three different regions of the world. The player controls one soldier's battle against overwhelming odds, running walking and crawling across full-scrolling, 3-D terrain. Tactical thinking and lightning reactions determine your fate. In **Airborne Range**, a player parachutes into enemy territory and must outmanoeuvre hostile troops on patrol or hidden in bunkers, machine-gun nests and armoured cars. Initially armed with submachine gun and hand grenades, the player embarks on solo infiltration and commando combat missions. Additional weapons and first aid materials can be added by locating supplies hidden in the countryside. **Airbourne Range** will be available firstly on Commodore 64/128K at £14.95 cassette and £19.95 disk, other versions will follow.







■ Hot off the presses from the folks down at **Virgin** are a couple of good looking games which you'll be seeing at the **PCW Show** at **Olympia. Action Force** is based on the toys/comics of the same name and stars all your favourite characters including Wild Bill and Crankcase. The Force's arch-enemies COBRA have taken over an island and bits of a top secret military inslattion. It's up to the AF to raid the island and rescue any top secret info the baddies have captured. *Action Force* has been put together by the legendary **Gang of Five**and features ten levels of all action adventure. You control the airbourne Assault Copter clearing a path through COBRA's defences. Wild Bill and Bazzoka lay down a withering wall of fire — but COBRA is armed and dangerous as well. Also on the way from Virgin is the game of Ade "Young Ones" Edmondson's book *How to be a Complete Bastard* — rumoured to be based on the antics of C+VG's advertisment chief Garry Williams, it's an arcade adventure in which you play Ade who has invaded a yuppie party with the sole aim of incapacitating the guests. Our screen shots show the C64 and Spectrum versions of Action Force, plus the Amstrad version of HTBCB! Reviews next issue.



comic which should be on the newstands about now. Forget *Centurions, Go-Bots, Masters of the Universe* — **Bravestarr** is going to be THE cartoon cult for Christmas. He's six feet tall with the eyes of a hawk, strength of a bear, ears of a wolf and as fast as a speeding puma — the animal not the running shoes. Bravestarr is the marshall of Fort Kerium on the frontier planet New Texas. Bravestarr is the law on this wild planet, he has to deal out justice to all the outlaws and other criminal types attracted to New Texas by the precious metal Kerium. The Bravestarr game is currently being programmed by Probe Software.

Watch this space for more Bravestarr news.



■ Here's **Hysteria**, the latest from the **Software Projects**, the people who brought you **Dragon's Lair**. Hectic chase action over three time levels in ancient Greece, medieval times and in the future. The hero chases an evil monster across time zones.

■ The days when you could zap away at the aliens on your televison screen in safety are over. The television can now zap back with the advent of **The Video Challenger, Bandai UK**'s interactive tv and video linked game.

The player uses a gun to fire at the aliens or baddies as they appear on the screen. But the screen fires back registering hits on the gun. Points are scored for hits and losses.

The shoot-out can take place against a wide variety of backgrounds with footage with sources such as a war movie and from computer generated animation.

The basic **Video Challenger** game complete with Gun and one minute starter cassette costs about £59 (approx). Further video cassettes will cost about £10.



■ Thai boxing is one of the meanest, dangerous and exciting martial arts sorts going. Kicks, punches and just about everything goes.

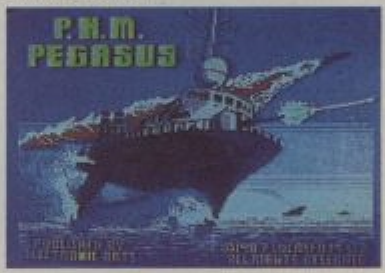
Now there's **Bangkok Knights** from System 3, creators of the hugely successful International Karate and The Last Ninja.

The game — which features large cartoon-style graphics — follows your bid to take on eight characters in order to become the Champion of Bangkok.

■ Not satisfied with **Super Sprint** and **Enduro Racer, Electric Dreams Activision** is bringing your **Rampage** — the coin-op monster game and are working on **Karnov**, a **Rastan Saga/Rygar** style game featuring a character who looks like a tubby Mr T.

■ Had To Happen Dept: You can get involved in the Gulf crisis thanks to **Electronic Arts** and their new simulation PHM Pegasus. Escorting a supply ship through the Straits of Hormuz is one of the missions included in this strategy/ action game from the US Lucasfilm outfit.

PHM Pegasus puts players in controls of a hydrofoil as they battle in oceans with numerous enemy vessels in any of eight different combat assignments. Hydrofoils are navy owned, assault crafts that literally fly on top of the water defending the shores of the United States. But they may become embroiled in other areas of the world.



■ It's not pool, it's not billiards, it's not even snooker — it's **Q-Ball**, English Software's extremely original and very playable 3D combination of all the above games. Originally on the Atari ST **Q-Ball** is now available for the **Amiga** at a £19.95.



■ **Viz Design** releases its first game, **Werewolves of London**, this November on Spectrum, Amstrad and Commodore.


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California Games™ features superb graphics, all the atmosphere of the West Coast, and one to eight players can take part. All the quality you expect from an Epyx product is here and so much more. We could tell you more but instead lets hear what ZZAP 64 had to say:
''California Games is quite simply the apex of computer sports gaming''.
''Even in purely technical terms Epyx have somehow managed to surpass their own high standards — the pictures and sounds generated by this program are atmospheric beyond belief.
''If you gather up all the superlatives from previous Epyx reviews and add them together, you just might go halfway towards describing California Games''.
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News



■ This is **Morpheous, Andrew Braybrook's** latest and possibly greatest offering. Hopefully it'll make up for the rather disappointing *Alleykat* and restore Mr B to his rightful place as King Zapper. As you can see from our screen shots Andrew has returned to a *Uridium*-style screen — but the new game promises much more — malevolent morphs even! We hope to bring you a full review next issue.

■ What do you mean you missed part one of our mega-jigsaw poster! Personally I'd like to say that's your own tough luck, buddy! But the big boss men at IDEAS Corp say you ought to have the chance to make up for what you've missed. So if you clip the COUPON below and send it together with your name and address and the part of the poster you missed to *Computer + Video Games,* Poster Offer, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Then we'll rush you the bit you missed. Don't say we don't give you anything! But remember this offer is subject to availability so act FAST!

Poster Offer

■ Prepare yourself for ambient music. What?! Well, it's like this. **US Gold** reckon that the one big thing missing from your life when you're playing games is a really cool soundtrack. So they are toying with the idea of putting audio soundtracks in with their games. The first candidate could well be **Outrun.** And how about music to play adventures with? What do you reckon on the idea? How about sending us your top ten game playing tunes too. Mail your list, on a postcard please, to Computer and Video Games, Top Tunes, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And you could start by checking out the tunes on tapes going out with games on the new **Go!** label.



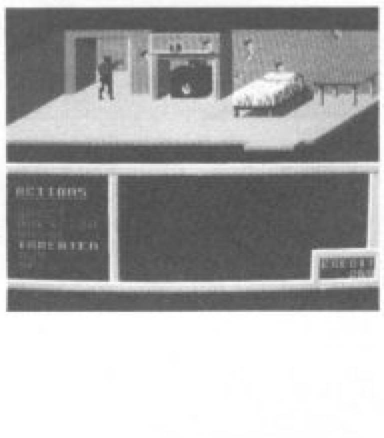
■ Make way for **RoboCop,** part man, part machine. He's the star of a new movie and a game in the way from **Ocean**, who snapped up the rights to this new superhero. **Robocop** is a mixture of Frankenstein, *Terminator, Blade Runner,* Dirty Harry and every comic hero you've ever come across. Once a human cop killed in action **RoboCop** has been transformed into a cyborg ready to bring rough justice to the crime ravaged streets of Detroit. **RoboCop** sets out to revenge the death of the human he was, taking on a gang of depraved killers led by a drug-crazed psycho. Lots of action and adventure in this movie which opened to rave reviews in the USA a couple of months ago. You should see the film in this country around Christmas time and there's a sequel already in the making. The game? Ocean tell us that it won't be around until late next year.

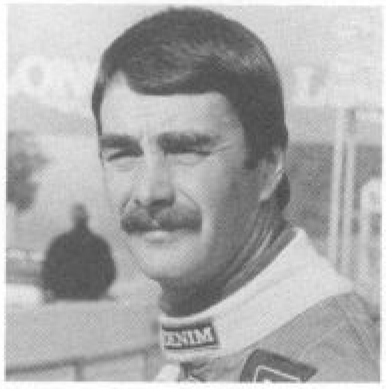
■ Who said chivalry was dead? Not the guys at **Mindscape!** They brought you the classic Defender of the Crown — on the ST and Amiga and now the good ol' 64. We've got 10 copies of this swashbuckling game to GIVE away to the first C+VG readers who rush us a postcard with the correct answers to our Defender of the Crown quiz thanks to Mirrorsoft. Could you become King of England and win the hand of a fair damsel? We reckon that the 64 version of the game is a real winner — could YOU be one of our winners? Answer these simple questions to find out! ALL entrants will get Special Defender Posters.

1 .What was Robin of Locksley better known as?
2. What is the main weapon used when knights joust on horseback?
3. Name the squire who became king after pulling a sword from a stone?

Send your answers, on postcards ONLY please, to *Computer and Video Games,* Defender of the Crown Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't delay — enter today!

■ Remember **Cyborg?** The game that almost never was from CRL. Well, the Mandroid is back in a brand new arcade adventure called — yup, you've guessed it — **Mandroid**. Let's hope CRL has the technology to bring you this game on time! Cyborg is in search of his roots in this latest offering. He wants to find the blueprints of his construction before a totally evil b***?! gets his hands on them and starts turning out mini-borgs by the million. The action takes place on a desolate planet where the dregs of intergalactic society have gathered. They do say it will cost £9.95 on tape and £14.95 on disc.





■ **Nigel Mansell** may still become this year's Formula One World Champion if Lady Luck smiles on him. **Martech** will be hoping he does, because at the end of the F1 season they'll be unleashing **Nigel Mansell's Grand Prix** on a unsuspecting world. This promises to be THE Grand Prix racing simulator. It features all the latest technological advances in race car design. We're hoping that Martech don't let Murray Walker's digitised voice on the game! The Ed couldn't bear it.

■ You could be in for the experience of a lifetime at the **Personal Computer World Show** — if you're a winner in our amazing **Microprose Gunship Competition!**

Microprose will be bringing their incredible **Gunship Flight Simulator** to the show — and YOU can book a trip in it by winning one of six places exclusively for C+VG readers!

The Gunship simulation has been squeezed into an actual **Link Flight Training Simulator**, used by pilots for training sessions. It's like one of these hydraulic arcade games — except much more sophisticated.

There will also be a direct line to Major **Bill Steeley**, boss of Microprose in the US, and he'll talk you through any problems you have during the flight.

To win all you have to do is answer three simple *Gunship* questions, which are:

1. Name the helicopter on which Microprose based their hit *Gunship* simulation.
2. Name the helicopter flown by Stringfellow Hawke in the hit TV show.
3. Name ONE other hit Microprose simulation.

If you're going to be at the PCW Show just come to the C+VG stand with a copy of this magazine and tell us the answers. The FIRST SIX correct answers will get a ride on the simulator during the show.

If you can't make it, never fear, because six runners-up will get a free *Gunship* t-shirt and 20 other lucky entrants will receive a giant *Gunship* poster. Just send your entries to Computer + Video Games, Gunship Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



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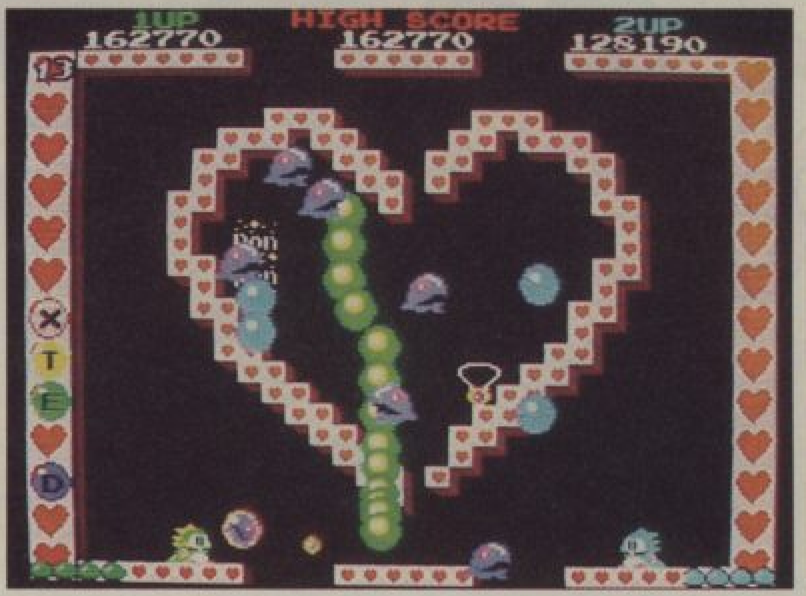
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Reviews this issue

Bubble



- MACHINES: C64/128/ AMSTRAD/SPECTRUM/ ATARI ST
- SUPPLIER: FIREBIRD
- PRICE: £8.95
- VERSION TESTED: CBM64/128
- REVIEWER: JOHN

Bubble up that gum and prepare to take on the evil Baron Von Blubba and his cronies.

Firebird's done an ace job of converting Taito's hit coin-op *Bubble Bobble* to the likes of Commodore 64. You get the simultaneous two-player option with those two bubble blowing dragons Bub and Bob, water shoots, magical objects, fruits and treasure.

You start at the bottom of the screen and the monsters race down from above. Your only weapons are bubbles which you shoot at the oncoming nasties. The bubbles surround their bodies and they start to float to the top of the screen. After a few moments they'll be released but if you get to the bubble and burst it first they fly around the levels and turn into fruits. If they manage to escape, the bubbles turn red and you'll have to go after them again. If you're slow at completing a level, and catching all the bullies on it, Baron Blubba, a fishy fellow, appears and he chases you round the screen.

The screens get more complex as you move downward from one to another. Sometimes you'll drop down a random number of levels but you can take some comfort because the first moves of the bullies on each level are always the same, so you can easily build up strategies for avoiding and bubbling them once you

Druid II

- MACHINE: C64
- SUPPLIER: FIREBIRD
- PRICE: £8.95
- REVIEWER: JOHN

The evil Acamantor and his legions of the undead have returned to Belorn, 103 years after Hasrinaxx the Druid banished him.

Already the Druid's apprentice has fallen under the undead spell. The land has been desolated as the corpses of the long dead struggle to breathe air through their melted lungs and destroy every living thing within reaching distance.

Hasrinaxx must travel through the four elemental kingdoms of earth, air, fire and water. He's learned a lot since his last encounter with Acamantor in the original game, so his few spells have become many and he can call upon four element spirits — Golem, Wisp, Phoenix and Kraken.

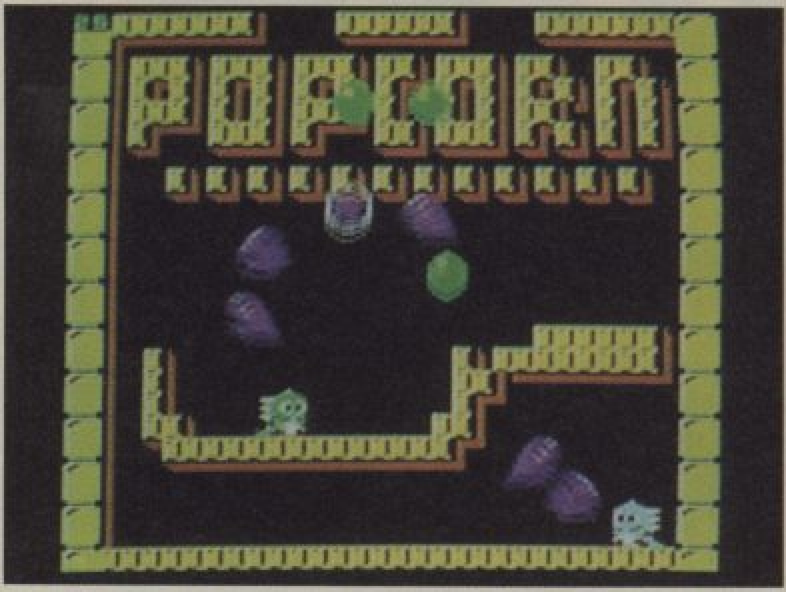
You start on the earth plane, so the Golem is already on your list of ten possible spells together with a free lunch, and one key to open a field gate or stone wall door. The Golem's conjured by pressing the RUN/STOP key and once invoked you page through his actions with further RUN/STOP presses. Golem will guard you, attack the undead, or wait by your side as long as he's in a safe environment. He is clumsy, though, and may get in your way when you try to go through doors.

The other elementals will perform like the Golem if you take them into hostile territory. The Phoenix loses strength if you invoke him in wet areas, the Kraken is weak in desert lands and the Wisp is naturally fragile.

You are also equipped with lightning bolt power which

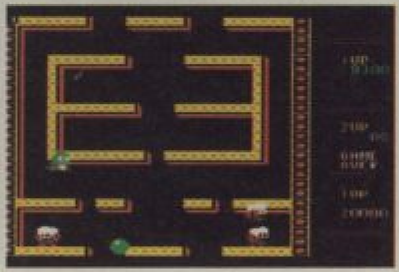


Bobble



memorise the layout of each level — and that's not difficult.
You have one added advantage over the bullies — the game movement does not have the same spring or speed as the coin-op so, on the one hand the bullies move slightly slower and on the other your bubbling mechanism is also slowed up.
As you advance through the levels the bullies — or should they be bubblies — change. At first they're clockwork powered mouths, then the white sheeted ghosts appear, the fish and springy creatures. All of them are affected by your bubbles but all have different attack movements which will remove one of your three lives if you lose concentration for a moment.
You can get some of those lives back by bubbling the letters that spell extend as you move through the levels. You can also destroy the magical targets that occasionally appear. The bubble up sweet will, for instance, launch a storm of bubbles from your mouth, the shoe will speed you up and the 1 up symbol means extra lives.
It's unlikely you'll ever discover or master all the features in *Bubble Bobble*. If you're not finding ways to dodge Baron von Blubba or finding the best place on the screen to burst a group of bubbles, you'll be working out how to collect all the fruits and treasure on the screen before the time runs out. The game's as addictive as bubble gum and as long lasting.





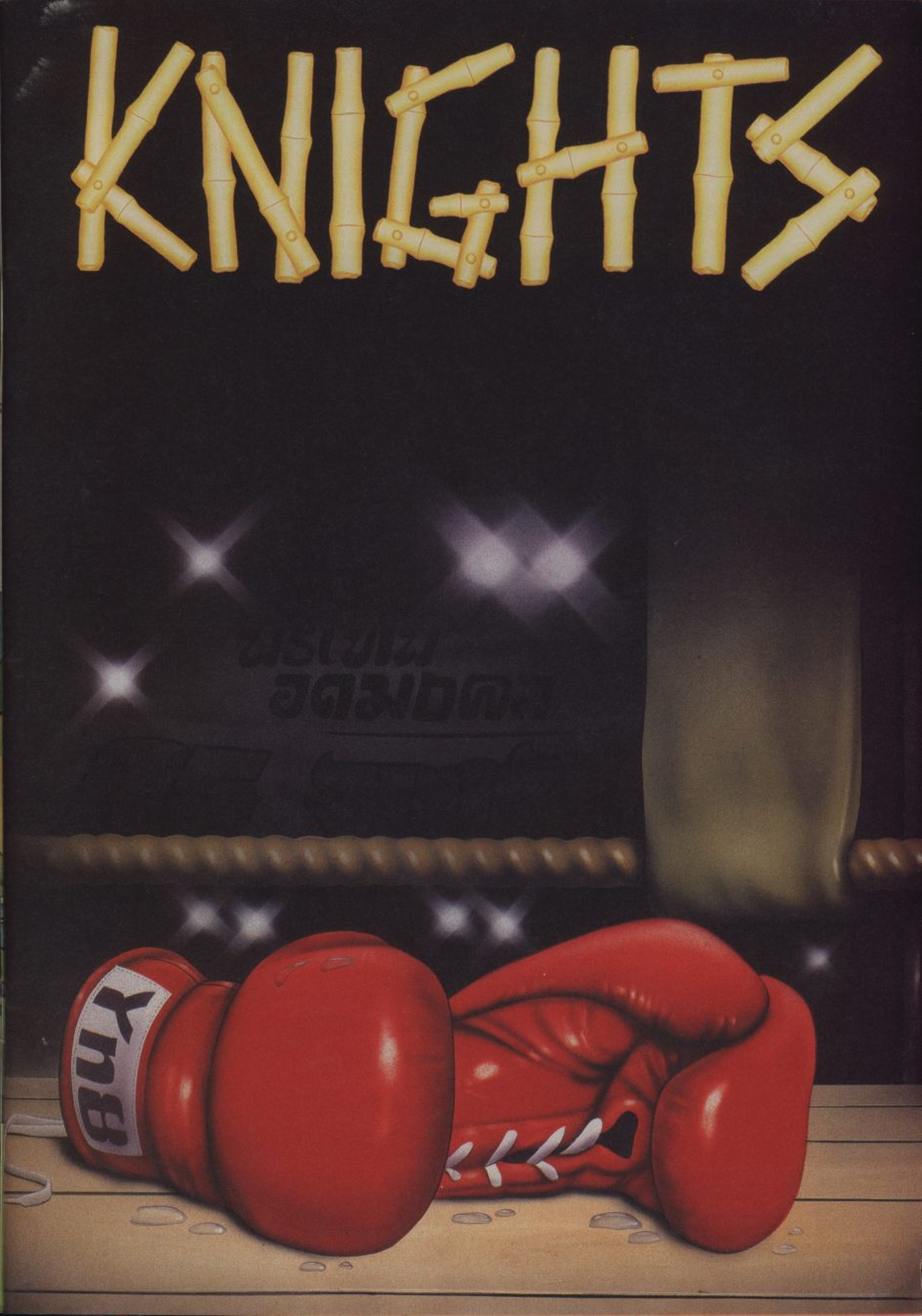
- ► GRAPHICS 9
- ► SOUND N/A
- ► VALUE 9
- ► PLAYABILITY 9





strikes the undead back into the ground again but that quickly drains and you'll have to pick up other spells by standing on the tomb stones that mark them. Spells include water and fire walls, Deathlight which strikes all undead creatures on the screen for a limited period, Invisibility, fireshield, and Infra-vision which you can use in dark places like a lamp. There are also spells which sustain the druid's life, like the Banquet and wine. The final spell is White Orb which destroys Acamantantor and takes you to the druid grade of Enlightenment.
Until you've achieved Enlightenment, you'll have to put up with grades such as Orc Breath, Air Shaman, High Adept and Overlord — none of the original game's sense of humour has been lost.
As sequels go *Druid II* is a masterpiece, a game which develops and enhances the original's features. It provides a frame of reference for *Druid* hardened players but also ensures that newcomers don't lose out for not having played the original. Yet another hit for Firebird which recently appears to have risen like the Phoenix in *Druid II* from its ashes.

- ► GRAPHICS 8
- ► SOUND 8
- ► VALUE 9
- ► PLAYABILITY 8


KNIGHTS

Conflicts 1

- MACHINES: SPECTRUM/ CBM64/AMSTRAD
- SUPPLIER: PSS
- PRICE: £12.95 (CASS), £17.95 (DISK)
- VERSION TESTED: CBM64
- REVIEWER: STEVEN

This is the first of two compilation sets released by PSS both of games only a year or so old (*all have been reviewed in C+VG in the last 12 months*).

Look carefully before you buy, since the versions for different machines DON'T include the same games.

The Spectrum and CBM64 versions of *Conflicts 1* contain *Battle of Britain*, *Falklands 82*, and *Theatre Europe* but the Amstrad version substitutes *Tobruk* for *Falklands 82*.

Whether you think this price for three games is a bargain depends on whether you need more than one of them. My own view is that PSS put together what they had available rather than choosing three games for the same sort of player.

Whereas *Falklands 82* is a child's game that barely qualifies as a wargame or as any kind of representation of the Falklands War, *Theatre Europe* is a taxing and very playable game of a hypothetical World War Three in Europe, in which the main problem is to avoid nuclear destruction.

Battle of Britain falls somewhere between the two, as too unrealistic a game for the true enthusiast but probably too difficult for a beginner and not very appealing to someone who just likes arcade games.

The *Tobruk* of the Amstrad version is too limited as a strategy game of Western Desert warfare, but includes a good tank simulator. All four games involve a single player against the computer.

It's an interesting collection but it still needs a second thought at £12.95.

GRAPHICS	6
SOUND	5
VALUE	6
PLAYABILITY	5

Conflicts II

- MACHINES: SPECTRUM/CBM64
- SUPPLIER: PSS
- PRICE: £7.95 (CASS) SPECTRUM/£9.95 (CASS), £14.95 (DISK) CBM64
- REVIEWER: STEVEN

Like *Conflicts 1*, the second compilation is also available in different versions. Along with *Battle for Midway* the Spectrum version has only *Iwo Jima*, a game using the same mechanisms, and of the same quality, as *Falıklands 82*.

The CBM64 version also includes a completely new game, *Okinawa*. However, as the instruction book admits, this is only another version of *Iwo Jima* with a different terrain map.

Perhaps the best way to describe these two games is as slow-moving shoot-em-ups.

Battle of Midway, however, is one of the best wargames that PSS have so far produced, despite being over two years old. The player take the American carriers against the computer in the first decisive naval battle of World War Two fought without the two sides ever seeing each other.

Everything depends on the ability of the American search planes to find the Japanese carriers and launch an air-strike first.

The game includes a training option, a regular game in which the Japanese follow their historical course, and a "trap" scenario in which they suddenly appear with more than twice the number of carriers they are supposed to have.

This is an almost perfect mid-level of difficulty game, It can be played in about 20 minutes without getting bogged down in details, but is close enough to the real event to be exciting.

If you can't get *Battle of Midway* by itself the compilation is worth it for this game on its own.

GRAPHICS	5
SOUND	5
VALUE	6
PLAYABILITY	6



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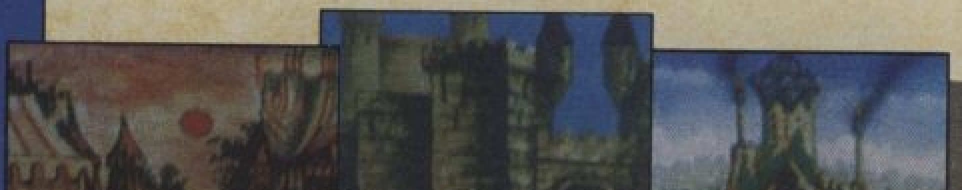
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Screen shots taken from the Amiga version.

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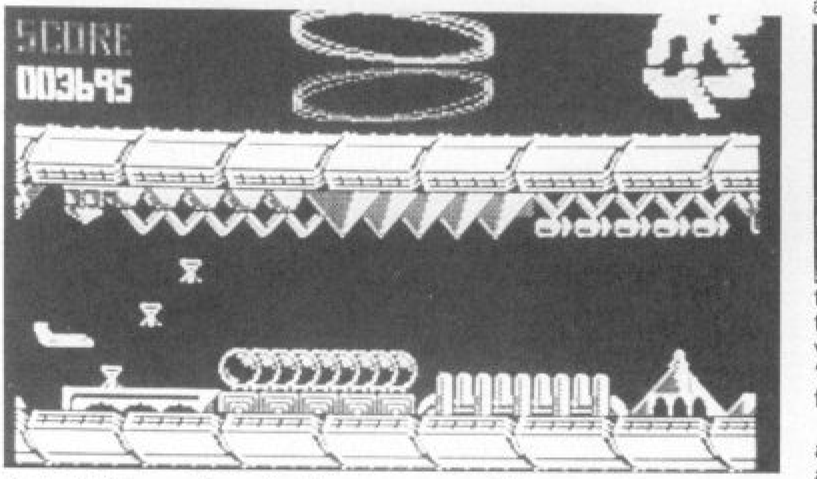
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Ref: C+VG 10/87

The Tube

- MACHINES: C64/SPECTRUM/AMSTRAD
- SUPPLIER: QUICKSILVA
- PRICE: £8.95 (SPEC), £9.95/£14.95 (C64)
- VERSIONS TESTED: SPECTRUM/AMSTRAD
- REVIEWER: CHRIS

It would be SO good to say something nice about a Quicksilva game for a change.



So I will. The music on both versions of this new multi-game game is great. David Whittaker has done a masterly job.

As for the game itself — well, I'm afraid that it wouldn't keep your interest very long even on a rainy Sunday afternoon. Let's take a look at the scenario.

Your objective is to survive a journey through the alien scrap collection system known as *The Tube*. In order to do this you must plunder the energy from those ships less fortunate than yourself which are stored in the Capture Area ready for the next alien dust cart to collect them. Energy is essential, although your shield will give your ship reasonable protection, energy will be drained whenever shields are used or a collision occurs.

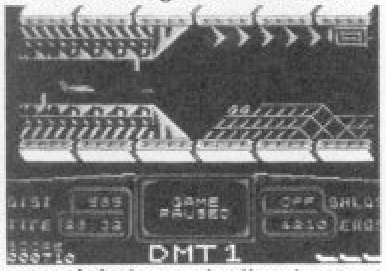
Shields consume energy at an increased rate, so should be used sparingly, until you enter the Capture Area where their activation is automatic.

If, whilst you are in or when you try to enter the Capture Area, your energy levels become insufficient to operate your shields the mission will be instantly terminated.

The Tube comprises eight segments each consisting of three zones, the Transfer Zone, the DMT (Defence Mechanism Tunnel) and the Capture Area, designed to trap even the most skillful of pilots.

The first area is the Transfer Zone, which is designed to capture space vessels, sustain and draw them into the main body of The Tube.

The Transfer Zone is basically a *duck shoot* game — a cursor



type sight has to be lined up on targets. The Commodore version has an interesting "moving window" effect not found on the Speccy game.

This part rapidly gets boring after a couple of games as you always survive it and you begin to wish you could skip directly to the next part of the game, the DMT.

This is an easy Scramble-type game with some distinctly slow scrolling. At the start of each DMT level the shuttle streaks along out of control towards a couple of hazards allowing you to take control just in time to avoid them — then the shuttle waits for the scrolling to catch up!

Next up is the capture area which features a top view *Slap Fight* type screen. You have to drive your shuttle about in search of other ships to gain energy.

The graphics on the 64 and Spectrum versions strangely don't look very different and some play is similar in both versions.

Overall *The Tube* is a mish-mash of ideas taken from other games — which is no bad thing IF they come together well. In this case I have to say they don't.

	Spectrum	C64
▶ GRAPHICS	5	4
▶ SOUND	8	8
▶ VALUE	6	5
▶ PLAYABILITY	4	4

Baseball

- MACHINE: C64
- SUPPLIER: EPYX
- PRICE: £9.99
- REVIEWER: JOHN

It may lack the lustre of American big league sport but *Street Sports Baseball* players have all the form and determination of their high-profile counterparts. They play with the same type of ball, bat and bases, and they use the same terms — pitcher, territory, left field, run — but the game takes place on a local playing field rather than a big stadium.

The same's true of Epyx's version of the game which follows the rules closely, allows the players strategic flexibility and scores through the runs on a multiple screen, 3D, representation of the pitch. First, though, you decide whether you want to play against a friend or chance suicide with a computer opponent. Decision made, you've got to choose your team from 16 neighbourhood kids who all want to be in on the play.

Each kid has his, or her, own characteristics, some make good runners while others field well or are hot on the pitching diamond. Butch, for instance, will take chances if he can see even the slimest likelihood that he can make it from one base to another, while Ralph is so fleet of foot and mentally agile that he can dodge just about anything.

A computer controlled team makes play look easy. Its players hit the ball accurately almost every time and its fielders are slick and almost always on the mark.

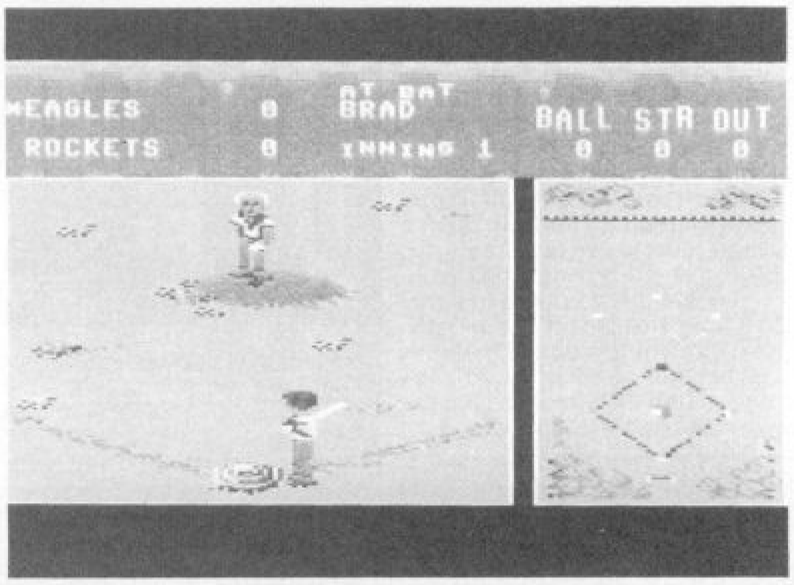
Batting's the most difficult. The pitcher can throw at any angle or speed and you've got to match it with bat positioning — not an easy task in this simulation because the only sure way to hit the ball is to lunge with the bat at the right time. If you miss the ball three times, and it falls into the hands of the catcher crouching behind you, you're struck out without a chance to run.

When you do manage to hit the ball the computer displays your run, base to base, from a bird's eye view. It also marks the position of the ball on that plan so you can gauge whether to try for the next base.

Pitching isn't a cinch either, but it's easier than batting and you're likely to make more headway by knocking the opposing team out than on your own runs.

Street Sports Baseball has a few strikes against it. The batting and pitching controls are too limited and the computer comes across up aces too many times for natural skill. If you can put up with the machine's team ego, and select a good squad from the rabble you're shown, you might just enjoy this game.

▶ GRAPHICS	6
▶ SOUND	5
▶ VALUE	7
▶ PLAYABILITY	7



Hybrid

- MACHINES: SPECTRUM/ AMSTRAD/C64
- SUPPLIER: ARIOLASOFT
- PRICE: £7.95
- VERSION TESTED: SPECTRUM/ AMSTRAD
- REVIEWER: JOHN

Three creatures — Brain, Robot and Xylon — must find each other and unite to destroy an alien in a deep space complex.

You initially have control of the Xylon, a beast with light armour and slight fire power. Such a large task for such a small hero. He's not only got to help destroy the alien but he's got to take out the station's dangerous defences. There are gun implacements, enemy space ships and power points to knock out, plus electrified fences to avoid. You can also try the teleports which'll take you deeper into the complex.

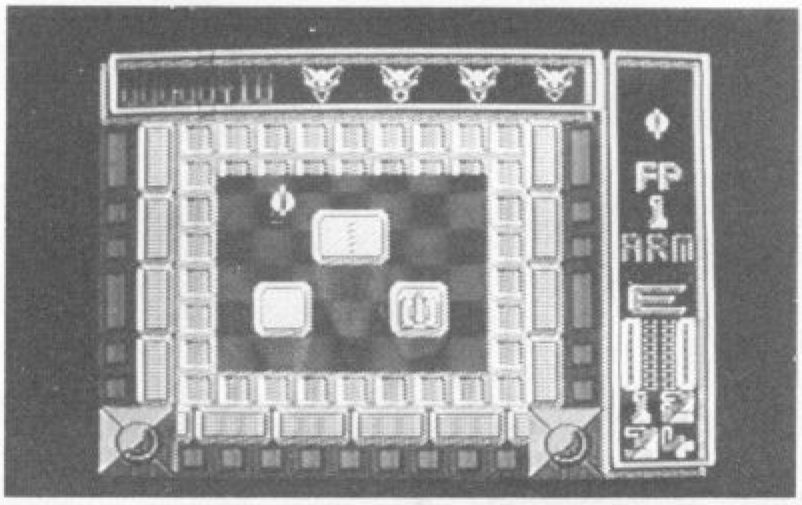
When you find the Robot, the next piece of the hybrid creature, link up with it and move on to find the last component — the brain. The Xylon and Robot must work in tandem to defeat yet more complex defences — this time streams of electric current and more powerful laser posts. No one character can complete the game because each has different characteristics and powers. When, for instance, you meet up with Brain you have the intelligence to solve the complex's puzzles, the armoured protection of The Robot, and the speed and agility of The Xylon. That's all you'll need to confront the alien.

The game's not over once you've found and blasted it. The members of the team are scattered throughout the complex. You've got to find them again and go after another alien.

Repeat the process another two times and you've completed the game. Sounds so simple but most of the complex screens are lethal.

Combine that with a frustrating search and you've got an inventive if graphically mediocre game.

- GRAPHICS 6
- SOUND 7
- VALUE 8
- PLAYABILITY 7



Flunky

FLUNKY
- MACHINE: SPECTRUM/CBM 64/ AMSTRAD
- PRICE: £9.95
- VERSION TESTED: SPECTRUM
- REVIEWER: PAUL

What did your last servant die of, then? Was he shot or blown up by a bomb? Didn't think so.

But as Flunky to the Royals — yes, those Royals — that could be your fate as you slave away around the corridors of Buck House.

Most of the famous family are here — The Queen, Prince Charles, Princess Diana, Prince Andrew and Fergie. And you're at the beck and call of all of them. Woe betide you if you don't complete your task.

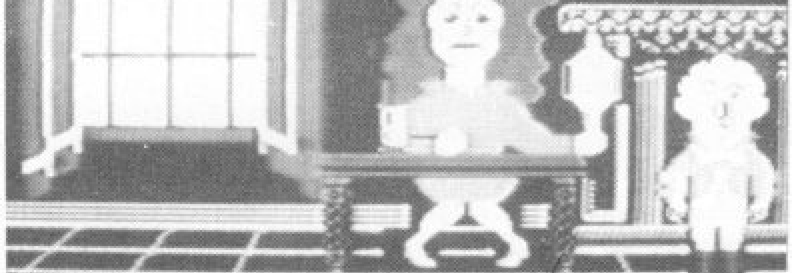
This is Don Priestley's follow up to the highly praised *Trapdoor* and both games have a lot in common, excellent cartoon graphics, large and extremely stylish, and problem solving.

The first problem I found was how to switch from keyboard to joystick control. I must admit that I did have a copy without the full instructions but didn't expect it to be so difficult. (You do it by getting Flunky to push a select level to the required choice and then ring a bell.

Flunky if first ordered to light the fires. He sets off at a sedate pace clutching a box of matches and an autograph book. And in the second item lies the clue to what the game is all about.

You must collect the autographs of all the members of the Royal family. But they will only sign when you have completed the task they set you.

For instance, in the first apartment you find Prince Andrew and Fergie. Prince Andrew, who is in the bath, asks you to get him a boat to play with. Now if you've been keeping an eye out, you'll have noticed various boats in the rooms you pass through. The obvious one to get thePrince is a purple boat on a table. But it's not the one he wants. In fact it's the one high up on a shelf way out of Flunky's reach. I know how he can get it but that's a problem for you to solve. And the game carries on in much the same way.



Fail in your task and you soon find a guardsman in hot pursuit ready to shoot you. I tried running away, disappearing through different doors but he always managed to find me.

If and when you get Andrew's boat, you then have to provide Fergie with freckles.

It's then off to Charles and Di's apartment, again hunting for those rare autographs and then on to H. M. — The Queen herself.

All the cartoon Royals are instantly recognisable. Thier looks and features are precisely captured and exaggerated to the point of cruelty. Just take a look a curvey Fergie, Andrew's giant choppers — teeth, that is, not helicopters — and Charles' ears. They could put an elephant to shame.

Don Priestly will get a lot of praise for *Flunkey*, but no knighthood.

Flunky is a thoroughly entertaining game in the tradition of *Trapdoor*. It's not overly difficult and it may lack enough action for the more energetic player.

- GRAPHICS 9
- SOUND 7
- VALUE 8
- PLAYABILITY 8

Once again the time has come to face the challenge!

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C+VG HIT!

► MACHINE: ATARI ST/ SPECTRUM/C64/AMSTRAD/MSX
► SUPPLIER: ALLIGATA
► PRICE: £24.95
► VERSION TESTED: ATARI ST
► REVIEWER: TIM

If you thought *Arkanoid* was addictive then just get a load of Alligata's *Addictaball*. Addictive by name — addictive by nature. It must be the best Alligata game for an age!

Basically it's *Arkanoid* which scrolls, with a lot of extra added ingredients. There's the standard spacecraft-bat complete with standard ball and the standard bricks to knock out.

Then you get added armaments/boosters to collect, plus bonus bricks which have different effects on your progress. You have to guard against falling bricks and fireballs which damage the barrier behind your bat.

Unlike *Arkanoid* you get the added protection of that wall which bounces your ball back into the action and gives you more time to work out a strategy to blast away the walls which move closer by the second.

The back wall can be repaired by hitting bricks marked "B" — but it's best not to allow any fireballs through if you want to keep going.

Each level is based on a theme, Transport, Space, Circus etc — but it's hard to see the relevance of this when all you see is — say — a bus which moves back and forth across the screen to mark the start of the next level. But who cares when the game is so great.

Collect the rocket booster and blaster at the start of the game and take care of them. You'll need the blaster to kill off whirling alien creatures released when you hit certain bricks. You'll need the booster to dodge your way around the bikes and buses which block your way at the end of each level. You can collect extra ammo and fuel by hitting special bricks along the way — but they aren't always there when you need them!

Other special bricks allow you to stop the scrolling for a short time, catch the ball on your bat, slow or speed up the ball. Bricks marked with a skull and crossbones blow bigger holes in barriers when hit, and there are mystery bricks which do mysterious things.

Watch out for secret hyperspace transporters which speed you through time and space to new levels or simply a different section of the level you are currently playing.

There's a two-player option and the game can be played using joystick — or mouse on the ST version we tested. I found the mouse the best bet on the ST — after all, the movements are pretty straightforward.

Up to now the ST has been lacking games of this addictive quality — but *Addictaball* will alter all that! Hopefully the other versions will be just as nifty. We'll let you know as soon as we can — meanwhile ST owners should make this a big hit.



► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	10

Last Mission

► MACHINES: C64/SPECTRUM
► SUPPLIER: US GOLD
► PRICE: £9.99 C64 (TAPE), £14.99 SPECTRUM (DISK)
► VERSION TESTED: SPECTRUM
► REVIEWER: JOHN

It may be the last mission, and a classic arcade game, but this game still has some addictive power to it.

You've been driven from your home planet and the only way to get back from your exile is to defeat the invading forces that hover and spin across the planet surface. Your ship is equipped with a standard laser attack system but, as the game progresses, you can collect more defences and attack modules from the planet's surface.

First, though, you've got to get a grip on the control of your ship. It moves forward at a constant, fairly slow speed. To change course move the joystick left to right and the nose of the ship turns clockwise or anti-clockwise — just like that other oldie *Asteroids*. It takes a bit of getting used to because you expect to speed up and slow down when you push or pull the joystick up and down, but the only way you can avoid oncoming enemy craft is to quickly turn the nose of your ship.

That's not so easy when you're caught between three of four fighters.

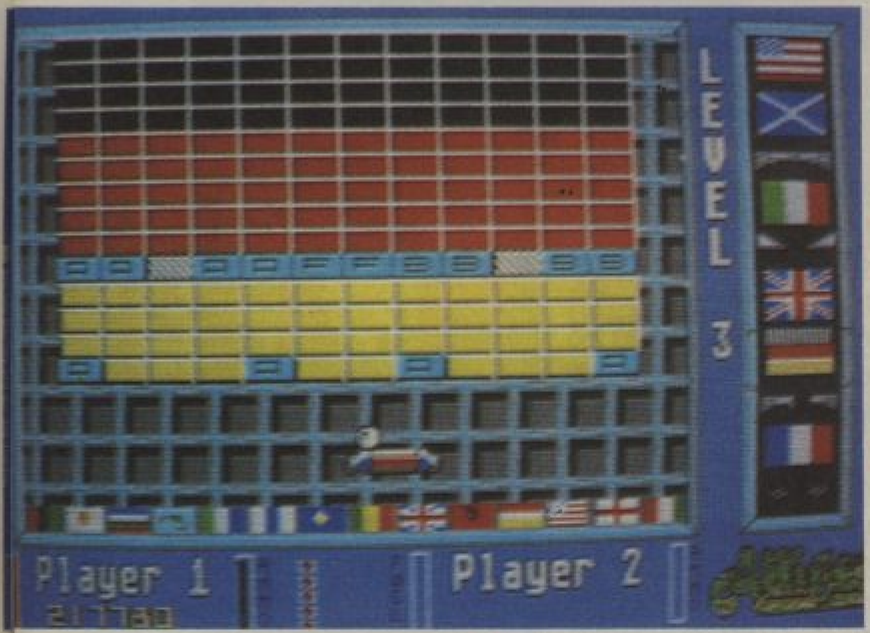
When you hit some of the enemy craft they explode and let off pieces of debris whch drift in a straight line. If any of those pieces hit you you'll lose one of your lives. In the latter stages of the game these debris bombs gang up and often protect mother ships which you need to shoot repeatedly to destroy.

There are compensations for all this death and despondency — no, really. The planet's surface is studded with strange, flower shaped pods. When you shoot them the casing falls apart and a small square, embossed with a letter of the alphabet, beams out at you. Fly through the square and you add to your weapons or defences.

When you take on a new weapon you lose the benefit of the previous one. For instance, you may have picked up a fast









firing, continuous stream laser then hit another square and it changes to a blast gun which sends energy bolts out at the four corners of your ship. That may change to a wall of energy blasts which comes out of your ship's nose and get bigger as you pass through other squares, or a force field bubble which allows you to float through obstructions without damage. There's just so much in the game that's not documented in the instructions!

Okay, I've told that it's old, but it's also one kill after another and enough skill techniques to master to keep you going well into the autumn months.

It's addictive, compulsive and real lasting appeal stuff. If you liked Uridium then this is the next game for you!

- GRAPHICS 8
- SOUND 8
- VALUE 9
- PLAYABILITY 9

C+VG HIT!

Sidewise

- MACHINES: SPECTRUM
- SUPPLIER: FIREBIRD
- PRICE: £8.95
- REVIEWER: JOHN

You're a lone space man, drifting through the endless star fields of four alien worlds with only a laser gun to protect you against their inhabitants.

In the beginning you choose to work alone or with a second player. Then you select the world you want to enter. First up, the Forest World of Onricon. The monsters there are green and fly at you in whirls and walls. There's the chain linked snake with two heads that need to be shot off before it's destroyed, blackcurrent shaped clusters that cartwheel around the screen and let off tiny but lethal bombs, and lines of medallion monsters which can only be destroyed with multiple hits. There's also a series of walls that whizz towards you and are almost impossible to blast or dodge.

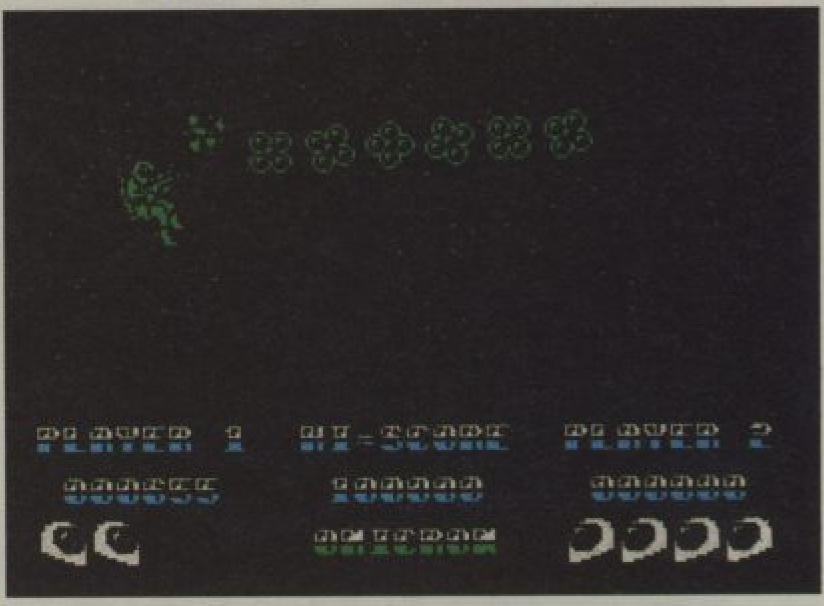
The desert world of Delta is no kinder. The same snakes and medallions get up to more weird contortions, while other creatures in this yellow world, such as the gyrating snakes which throw off more bombs make up for the lack of the Forest world's wall.

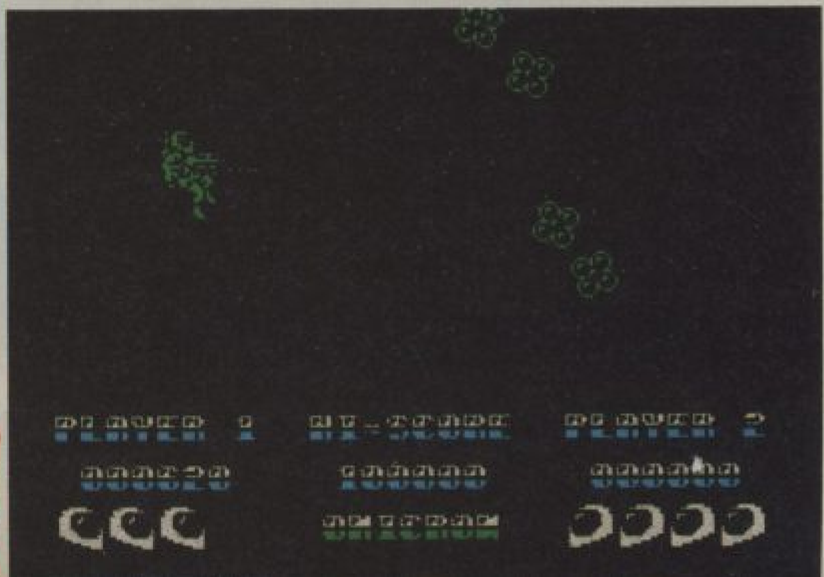
The Cuboid World of Mu includes medallions that give birth to baby medallions, diamond shaped spaceships that are a devil to destroy, a chain snake which you must avoid and an exploding blackberry that creeps up behind you.

Finally, the Frozen World of Iota with its metallion walls and ranks of laser blasting squares. The aliens in each world deposit bonus signs which you can pick up. You'll gain more points and give yourself a breathing space for a while.

Sidewize has all the features of a classic shoot-'em-up arcade game, yet I'm dissatified. The reason is that each world contains the same monsters, plus one or two new ones, the configurations are basically the same on each level and some of the aliens are just too fast to hit.

- GRAPHICS 7
- SOUND 7
- VALUE 7
- PLAYABILITY 8

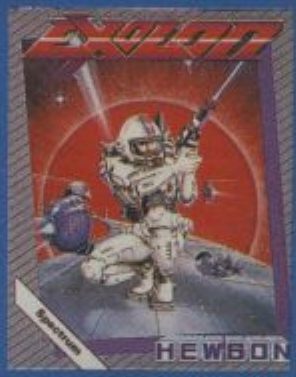


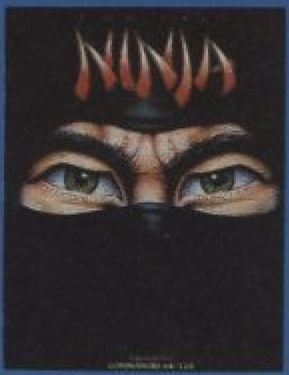


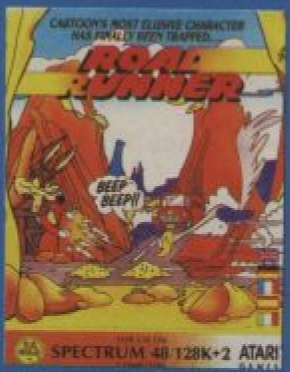
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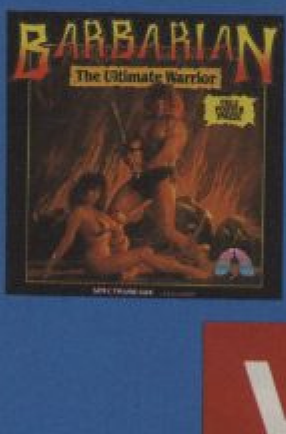
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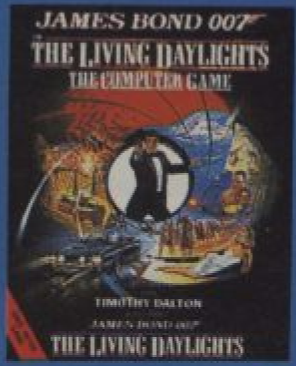


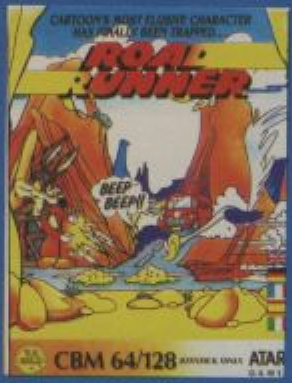


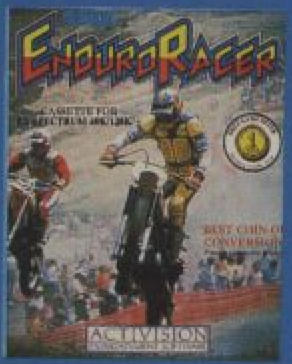


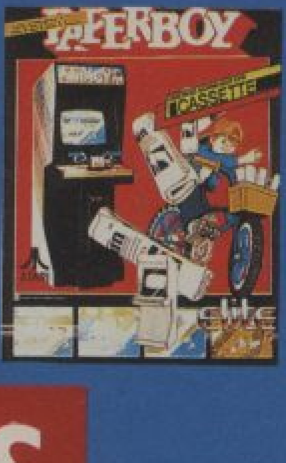
SEPTEMBER 1987

POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Exolon	Hewson	Spectrum	7.99
2.	Last Ninja	System 3	C64	9.99
3.	Road Runner	U.S. Gold	Spectrum	8.99
4.	Barbarian	Palace	Spectrum	9.99
5.	Living Daylights	Domark	Spectrum	9.95
6.	Road Runner	U.S. Gold	C64	9.99
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9.	Living Daylights	Domark	C64	9.95
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13.	Ace 2	Cascade	C64	9.99
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24.	Paperboy	Elite	C64	9.95
25.	Wonderboy	Activision	Spectrum	9.99
26.	Paperboy	Elite	Spectrum	7.95
27.	Trio	Elite	C64	9.95
28.	6 Pak	Elite	Amstrad	9.95
29.	Exolon	Hewson	C64	9.99
30.	Gauntlet	U.S. Gold	Spectrum	8.99









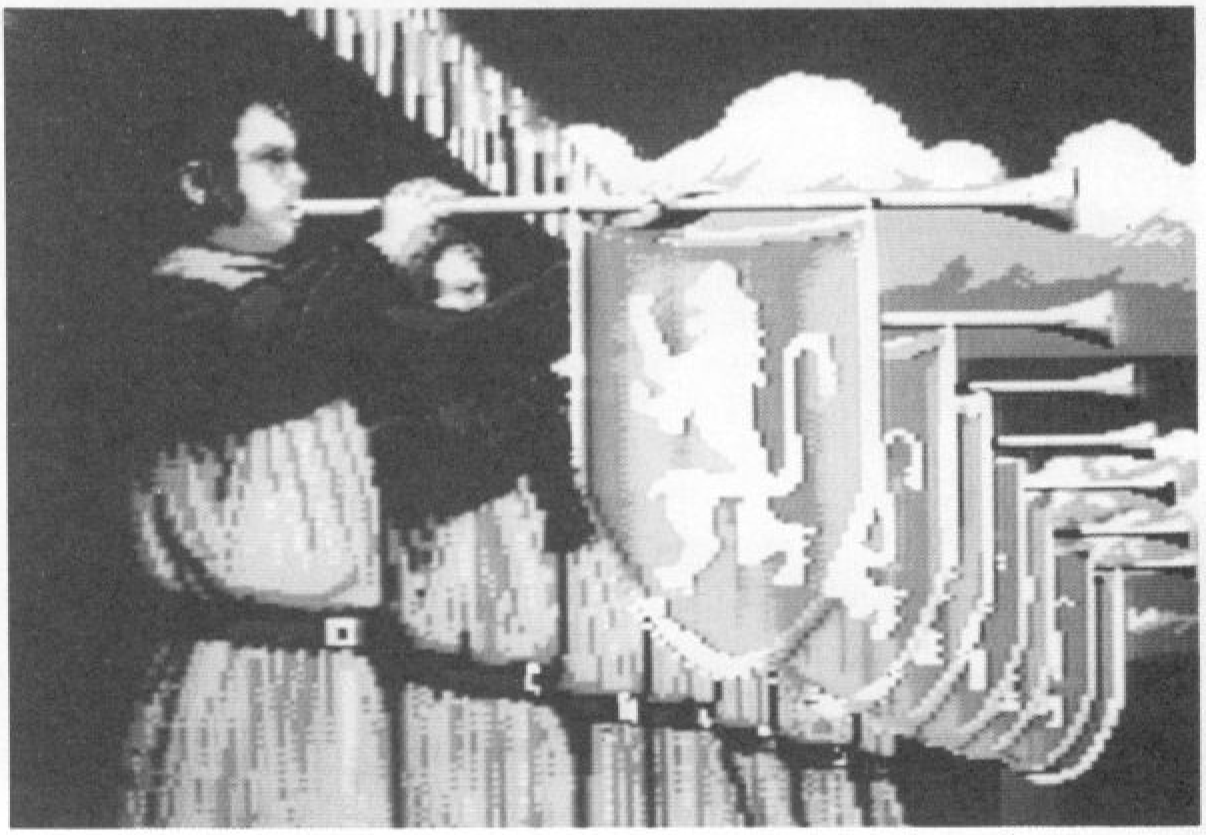
WOOLWORTHS

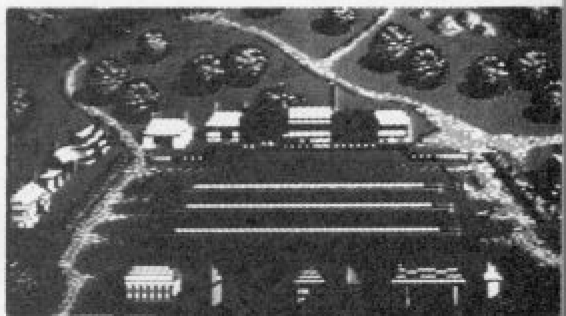
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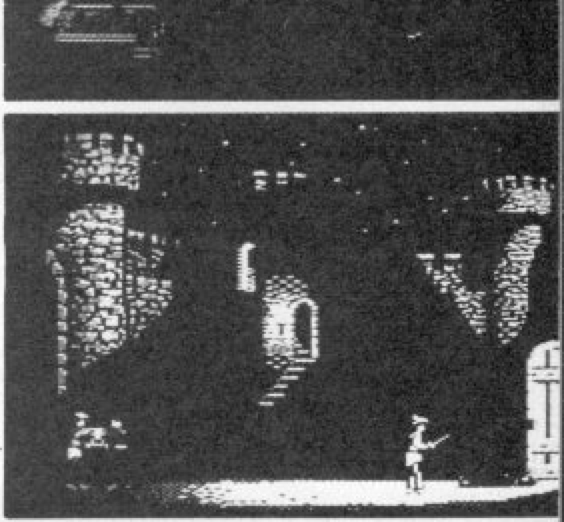
* At selected larger stores. Mastertronic games at £1.99 and £2.99

* Items subject to availability

COMMODORE | SPECTRUM | AMSTRAD







Defender of the Crown

- ▶ MACHINE: C64
- ▶ SUPPLIER: CINEMAWARE/ MIRRORSOFT
- ▶ PRICE £14.95 (disc)
- ▶ REVIEWER: MARSHAL

Defender of the Crown looks great on the Amiga, nobody will argue with that. But there was a lot of scepticism surrounding Cinemaware putting out a 64 version of the game.

So how did they do? The answer is GREAT! Not only are the graphics and music faithful to the original version, but game-play has been significantly improved. But first a bit about the game itself.

It's 1491. The King of England has been assassinated and all the real-estate is now up for grabs. It falls on you to become one of four Saxon Knights, with the computer taking on the roles of all the other characters.

Each knight has attributes that dictate his life, as well as a castle and small army to start.

Through boldness and strategy, you must increase your holdings, defeat the other Knights, and take on the Norman conquerors as well.

This takes a lot of cash, but there are a number of ways to build a fortune. The easiest is to raid a castle, wipe everybody out and run back home. Of course, others might take a dim view on this, so be sure to take plenty of troops and knights, and leave a good force to defend your home castle when you go "stepping out".

You can also participate in jousts, which add to your prestige as well. Use the money to build more castles, consolidate your territory, and take over.

A "map" feature helps you check out what all the other boys are doing, and rescuing a fair damsel will make you a better, stronger leader — everybody likes a family man.

Your ally, Robin Hood, will also come to your aid three times, but success or failure will still be on your shoulders.

Defender runs quick and clean on the C64, with an excellent sound track — thanks to sound compression techniques.

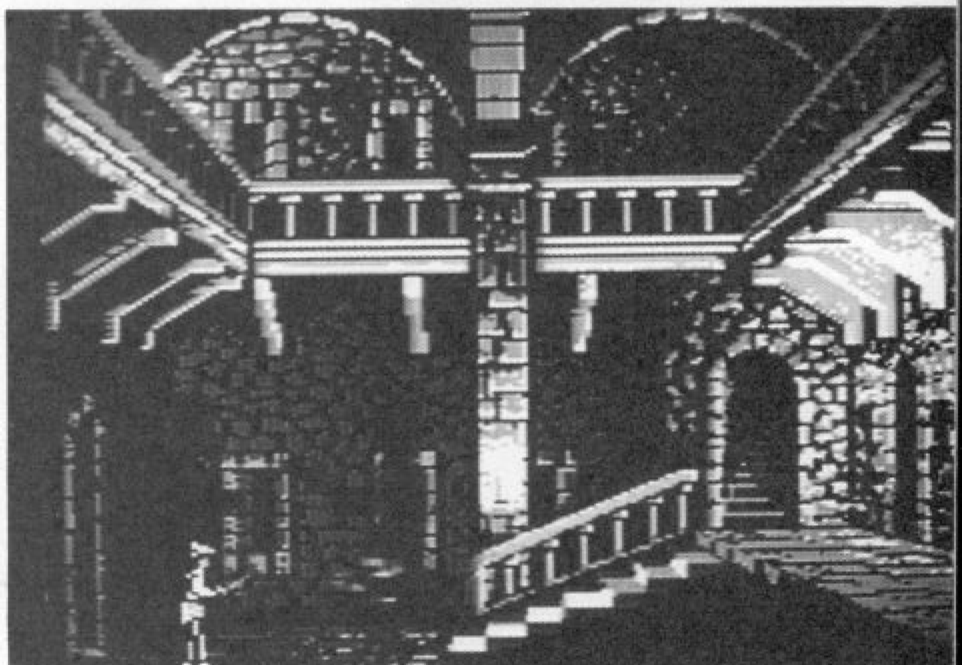
Packed with data on both sides, the program has been improved in a number of important ways. First off, it is possible to move through neutral territories — providing that the landowner has no reason to hate you.

Sword-play is now indicated with a strength bar at the bottom of the screen, making it a lot easier to decide whether to fight or flee.

The interior castle sword-fighting scene is intact, complete with the shadows of the combatants flickering from the torches.

Battling your opponents' armies is now done with sword-play, rather than just watching a screen indicate whether you've won or lost.

Other elements remain the same, such as assaulting a castle with a catapult, and manoeuvring your armies around the landscape. My favourite, going head to head at the tournament, hasn't been trashed either. In fact, the animation here actually seems quite a bit smoother than that of its predecessor.



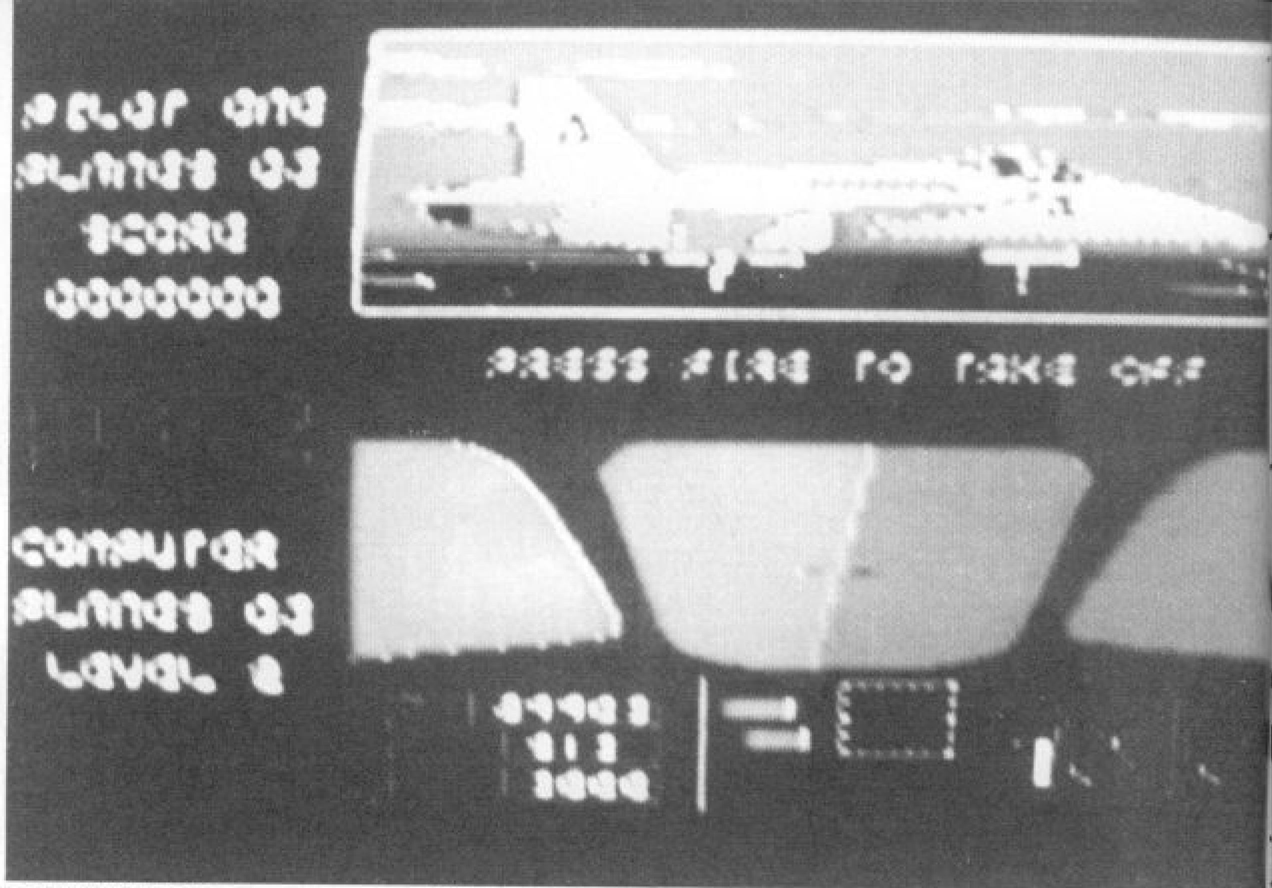
Plus, your opponent isn't a perfect shot anymore, so two or three passes are now the norm.

Of course, the C64 can't duplicate the digitised sounds, or highly visual graphics of the Amiga, but you get a whole lot of game with this version of *Defender of the Crown.*

C+VG HIT!

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9

Ace II



- ► MACHINE: CBM 64
- ► SUPPLIER: CASCADE
- ► PRICE: £9.95 (CBM 64) £8.95 (SPEC)
- ► REVIEWER: PAUL

When Cascade first played its *Ace* a good few months ago it met with great critical approval and was generally hailed as one of the best flight simulations around. Now the Harrogate-based software company dealt its second ace. And once again they've turned up trumps.

But be warned, coping with Cascade's colour-codes security device could seriously damage your sanity and colour perception. These things are sent to try us, I suppose. Stick with it and you'll win through.

Now a second warning. Air Combat Emulator Two does not reveal all its secrets in a few minutes of sky-high action. You've got to log in a few hours of flying time to really enjoy it.

So what do you get? *Ace 2* is head to head combat. Either you versus the computer or against a pal. The screen is split in half showing the views from the cockpit of both fighters, which are a different design. One jet is based on a carrier, the other at an inland airbase. In the one player mode you fly the carrier based jet.

There are two game scenarios. The first is a close range dogfight. Both jets, armed with aerial cannons and heat-seeking missiles, are placed at random on the map within a fairly short range of each other. It's then seek and destroy. Even with the computer on the lowest skill level — it ranges for one to 20 — I kept getting a nasty shock from behind. Those heat-seeking missiles are lethal!

The second game play involves a full scale aerial and ground attack and centres on a spyship positioned just off coast which is monitoring an inshore radar station. This unfriendly act is not well received and ends in some real jet-set action.

The layout of the cockpit instruments in each jet is different but you basically get the same controls. These include radar, compass, altitude and fuel and velocity dials, a messages screen and weapon selection.

You also have control over engine power and must return to base if your fuel and weapons are running low.

Now for the weapons. These are:

Cannon — for use at a range of less than one mile.

Heat-seeking missiles — can be used at distances of up to eight miles.

Radar-guided missiles — these are for real long shots from up to 25 miles.

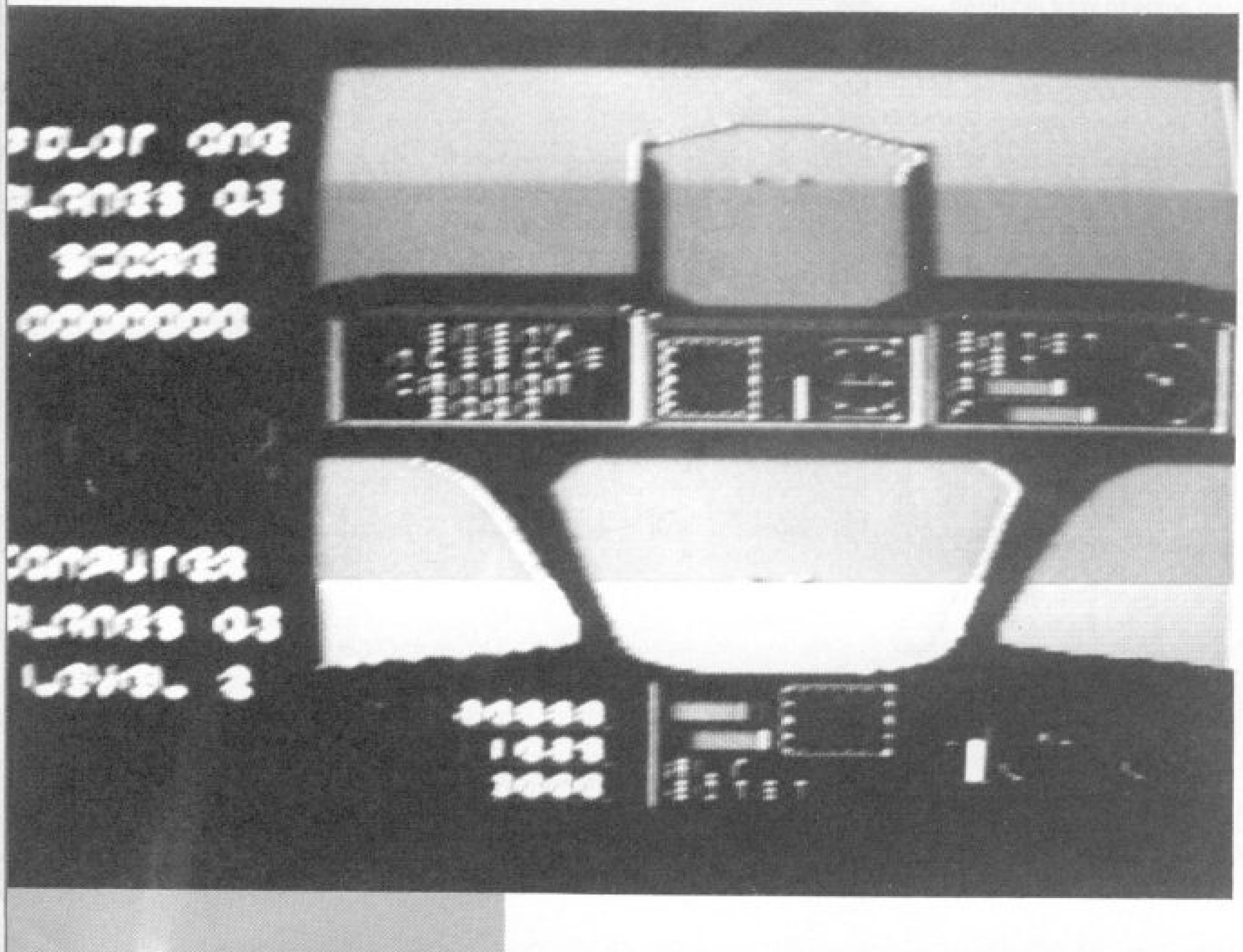
Air-ground/ship missiles — can be used at altitudes of under 2,000 feet and at speeds of less than 500 knots.

Hitting the V key will bring up a map of the battlezone. Useful if your enemy seems to be staying away.

I quite like flight simulations — providing they are fairly easy to get into. Nothing annoys me more than having to read a flight manual which seems just as long as the real thing and then having to spend what seems like hours getting the right engine thrust, flap setting and rudder control correct before being able to take off. And even then I always end up raising the undercarriage before I've taken off!

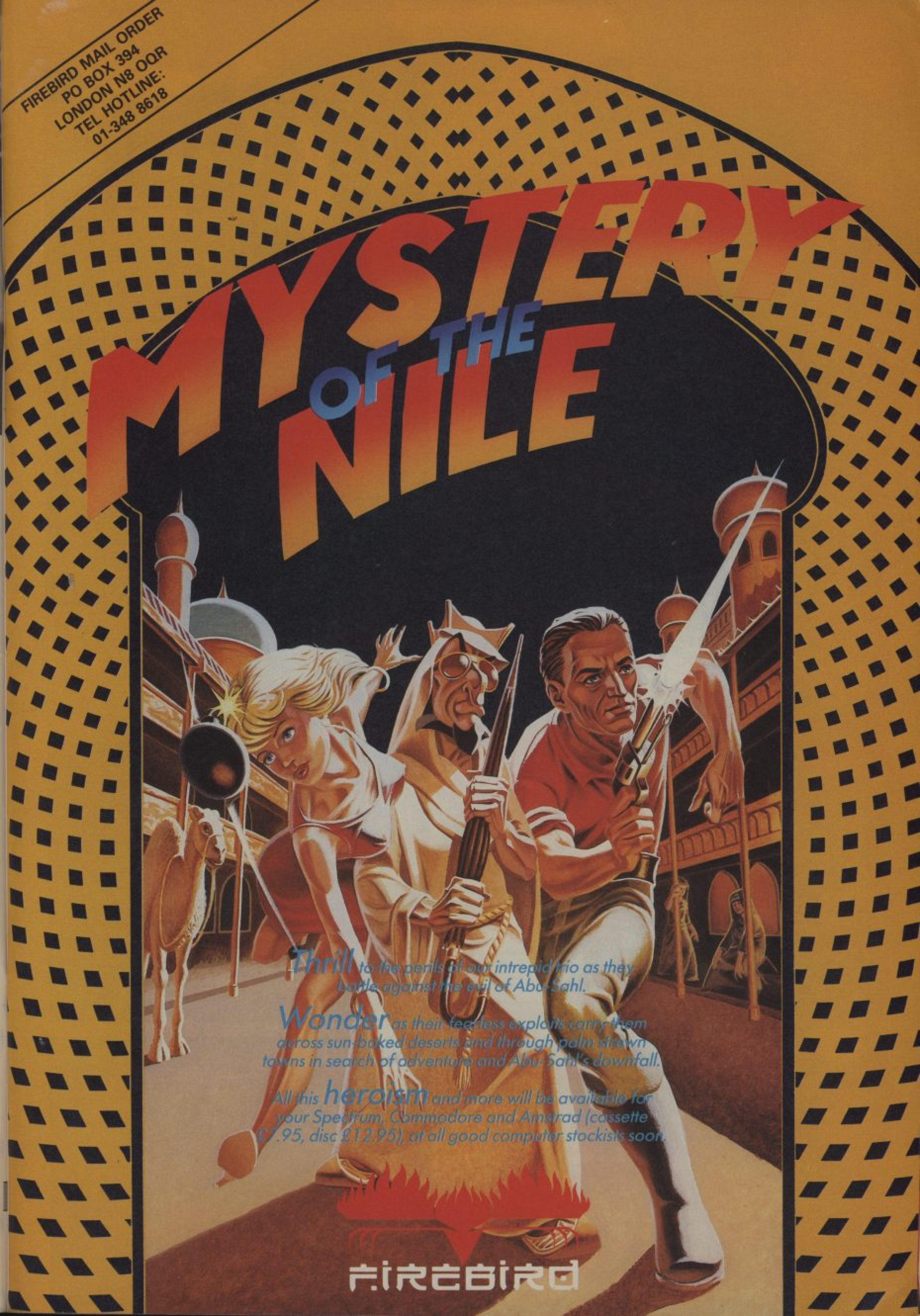
Well with *Ace 2* there's none of this to worry about. The fiddly controls are kept to a bare minimum and when you hit the fire button the action starts.

Ace graphics and ace sound — from music man Rob Hubbard — ensure *Ace 2* is a worthy successor to *Ace*.



► GRAPHICS	8
► SOUND	9
► VALUE	8
► PLAYABILITY	8

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MASK

- MACHINES: C64/SPECTRUM/ AMSTRAD
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: £7.99 (SPECTRUM) £8.99 (AMS) £9.99 (64) £14.99 (DISCS)
- VERSION TESTED: AMSTRAD
- REVIEWER: JOHN

Gremlin must be one worried software company. It's only had the licence for the Mask range of toys, and cartoon series, for a few months and the agents of that high-tech law enforcement organisation have started to disappear.

Matt Trakkar, inventor, strategist and leader of the group, suspects that the villainous Venom organisation is behind the kidnappings which are further attempts to de-stabilise world peace and may signal the start of a massive global crime spree. Your mission is to track down the missing agents and destroy as many of Venom's cohorts as possible.

There's not much you have to go on. The agents have disappeared into a vortex which has taken them into one of four fantasy worlds. Don your mask, the trademark of your organisation, and remote controller of all the weapons, communications and equipment at your disposal, and take to the skies in your Thunderhawk pursuit craft.

Once you've found and entered the Venom vortex you're dumped on one of four fantasy worlds — Boulder Hill, Pre-historic, Far Future and Venom Base. You'll find two of the six agents in all but the first of those, and at Boulder Hill you have to find your own mask before you can start your rescue mission.

The landscapes are finely detailed and the terrain is natural enough until you come across the five symbols which mark the locations of useful objects. There are bombs and repair kits for your Thunderhawk, as well as security keys, scanners and masks which'll help you to locate your missing buddies. Just scoot through them to pick them up and they're entered on your ship's control at the bottom of the screen ready for use.

To find an agent you've got to go through a search and pick-up sequence which is unnecessarily complicated but which lengthens the game. First you've got to pick-up a scanner and find the four keys, amongst many, which will activate it. Once found, pick up the agent and go in search of his mask and collect it before going off in search of the next agent.

Each of the four locations contains a scattering of deadly fanua, aliens, monsters and high-technology weapons — all aimed at you. Boulder Hill is sweet with its helicopter bombers, jeeps, tanks, boulders and freight trains, compared with Pre-history which hurls Pterydactyls, Snapping Turtles, dinosaurs, volcanoes and lava at your Thunderhawk. The Far Future, with Black Holes, Gun Emplacements, radioactive waste, and UFO mothership is no better, while the final scene, Venom Base, throws everything at you in a last-stand effort to protect its villainous dynasty.

It's unlikely that you'll get through *Mask* easily, even if you're an arcader, but Gremlin has made sure that there are plenty of ways to knock up high scores, apart from finishing the game with all agents safe and well rescued.

Gremlin could have moulded the game around any old shoot-'em-up style — an accusation recently levelled at Domark and *Living Daylights* — but it didn't.



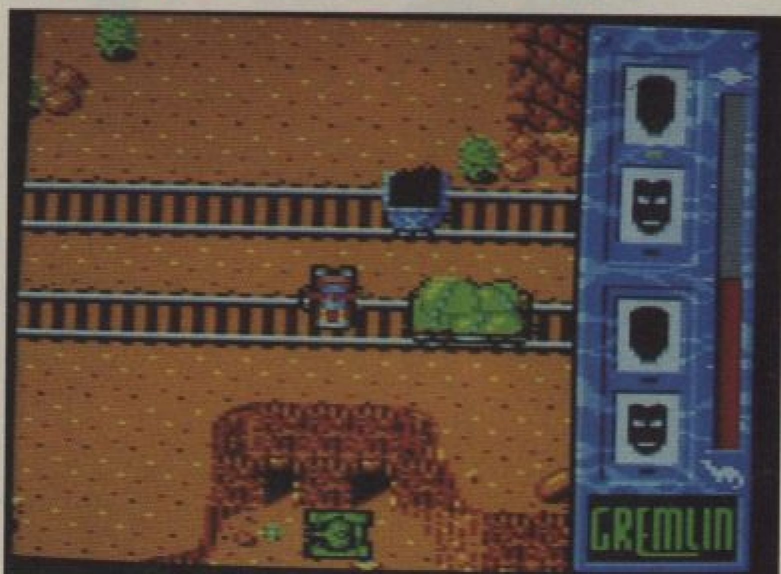


Instead it's paid attention to all the attractions of the licence and used them to transfer non-stop cartoon action onto the computer screen.

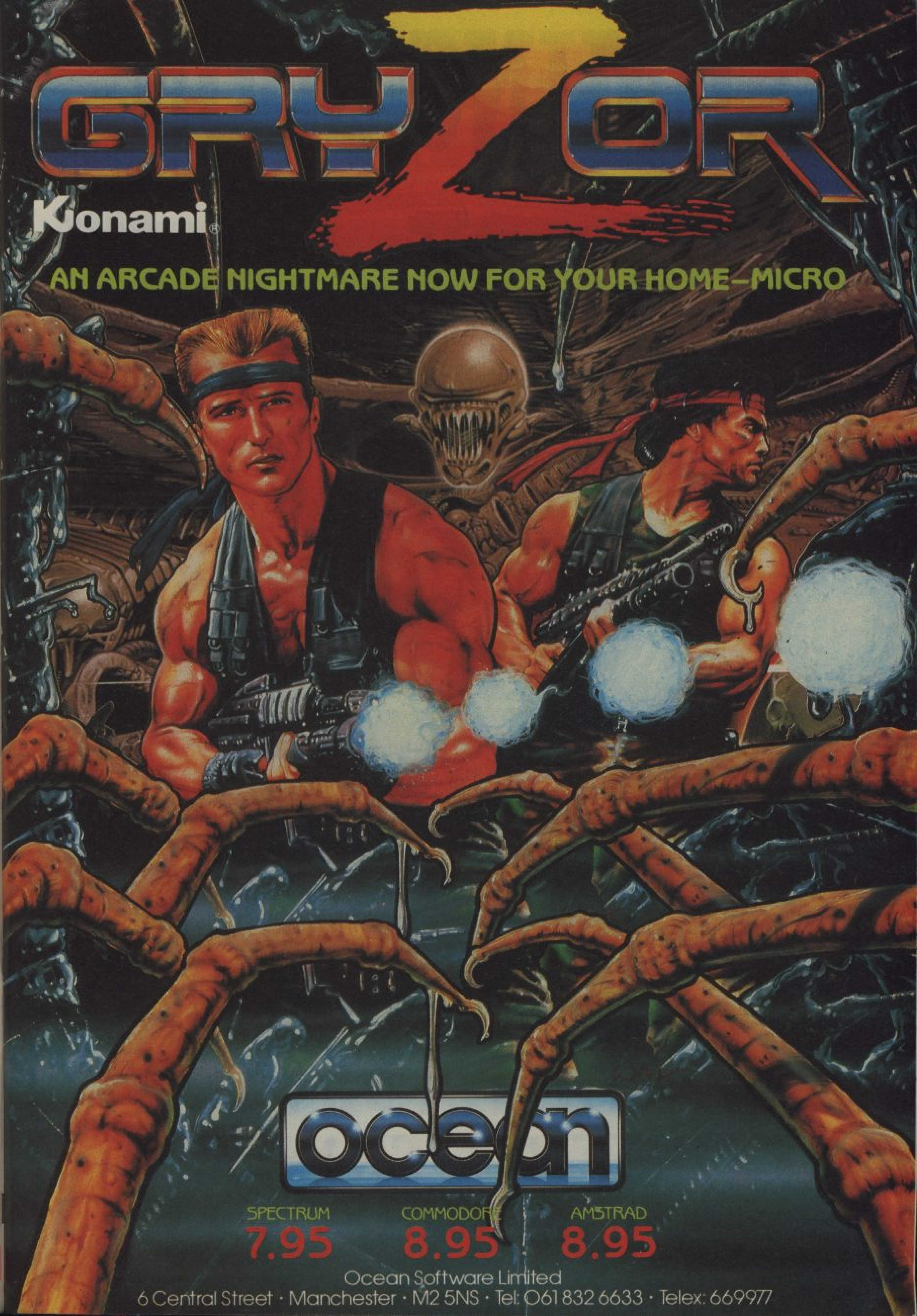
I despaired of seeing a good cartoon/toy licensed conversion when US Gold released its over-hyped *He-Man* games.

Thankfully, with the release of *Mask*, I wasn't in despair town long. A great cartoon and a very good game.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8






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ATARI ROUND-UP

A school report for the Atari XL/XE series would probably read 'late starters'. Somehow they failed to attract the public when they were first flocking to buy C64s and Spectrums. But the story has a happy ending. Discount prices led to a solid user vase which Atari, much to their credit, continued to support. So did the software manufacturers, some of whom were in from the start, others arriving rather later when they saw an untapped market. The result is that the machines' capabilities are now being exploited by some excellent full price games, balanced by a brilliant budget selection. So forget the ST for a minute — here's a baker's dozen to prove that the Atari 8-bit bites back!

- **HEAD OVER HEELS**
- **OCEAN**
- **£9.95**

At last Atari 8-bit-ers have the chance to try the arcade adventure which is guaranteed to bowl you over, not to mention tying you in knots.

Jon Ritman and Bernie Drummond's follow-up to Batman has been brilliantly converted by Colin Porch, with music and sound FX from those nice people at Red Rat. It's every bit as playable, difficult and downright cute as the previous versions.

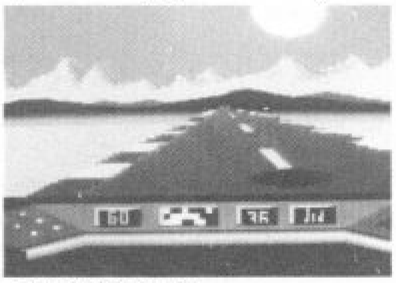
The plot of *Head Over Heels* is a case of double your pleasure, double your puzzles, as you take control of not one but two heroes. Head and Heels are alien creatures bonded as a symbiotic pair — which means that if you can reunite them you can stand Head on Heels' shoulders to form a single, more powerful being.

Reuniting them isn't that easy though, because they're trapped in separate cells deep in Castle Blacktooth. Luckily each cell has a teleport, and if you get them into the maze of rooms there's a chance that they'll be able to collect the right objects and find ways past the deadly perils to meet up.

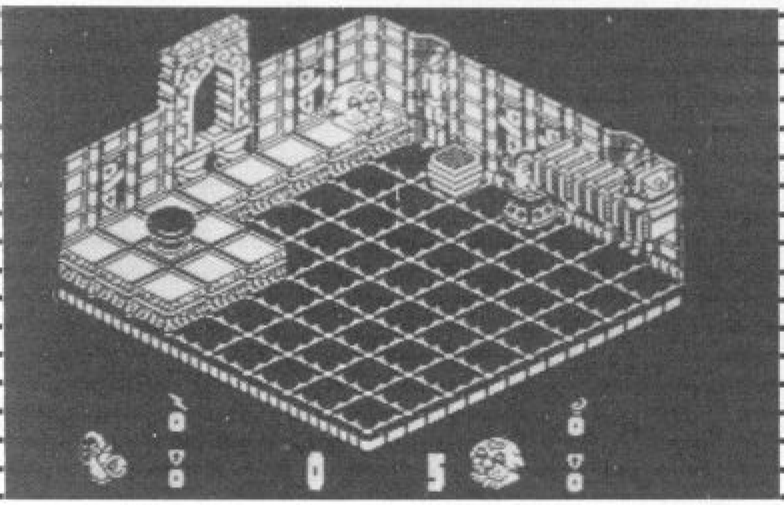
You then have a choice of sending jthem back to Freedom, which is the safe but unheroic option, or to take on the mighty Blacktooth Empire — a truly epic task. My guess is that you'll go for the latter, because *Head Over Heels* is packed with the sort of problems that just insist on being solved.

Everything about this conversion is excellent, ranging from the zingy spot effects and catchy tunes to the spot-on positioning of various leaps and the wildly imaginative graphics. It's been rated a classic in every other version, and all I can add is that XL and XE owners really must have this in their collection.

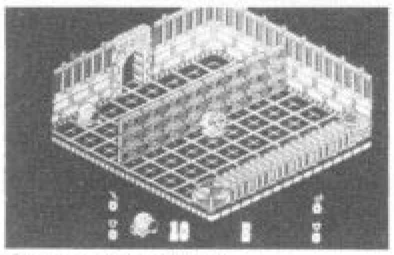
- **Overall Rating: 9**



● ELEKTRA GLIDE



● HEAD OVER HEELS



● HEAD OVER HEELS

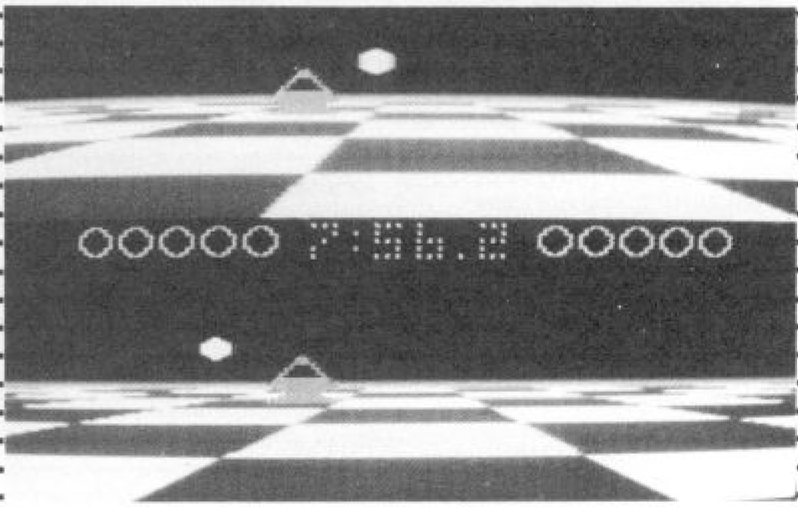
- **ATARI SMASH HITS**
- **ENGLISH SOFTWARE**
- **£9.95**

A full-price package, but you get four titles for your money, and as most of these were once full-price, it's good value.

Elektra Glide is a tricky cross-country racing game with superb graphics and sound effects plus a selection of surreal hazards. **Blue Max** is *Zaxxon*, World War one style, as you fly a biplane across diagonally-scrolling occupied territory, bombing and shooting.



● TOURNAMENT



● BALLBLAZER



● CONFLICT IN VIETNAM

Alley Cat originally appeared on Americana and features a feline hero who has to rescue his girlfriend by tackling a number of strange rooms. *Colossue Chess 3.0* is just what it says — and it's probably the strongest version of the board game available. All in all a great collection.

- **Overall Rating: 8**

- **BALLBLAZER**
- **ACTIVISION**
- **£9.99 (CASS), £14.99 (DISK)**

Though it's been out a while this 'sport of the future' remains at the leading edge of Atari 8-bit software. It's a phenomenally fast game on any machine, but this is probably the most breathtaking version of all.

You compete against either the computer or another player in a wild ball game. Two droids try to take control of a floating sphere, which must be blasted between goalposts at either end of a huge pitch.

Ballblazer uses a horizontally split-screen for the two points of view, and the chequerboard playing area positively flies under you as you both zoom around. There's even a pounding music score!

- **Overall Rating: 9**

- **WHO DARES WINS II**
- **TYNESOFT**
- **£9.95 (CASS), £14.95 (DISK)**

Rambo's sprained his ankle so it's up to you to rescue your fellow soldiers, held captive deep in the jungle. This is another *Commando* clone, but unlike the budget *Gun Law* it's much closer to the arcade original.

It's a tough and noisy game, slightly let down by the subdued graphics — perhaps all that desert dust got to the programmers! But if you loved the arcade machine, go to it soldier.

- **Overall Rating: 7**

ATARI ROUND-UP

Continued from page 33

► **CONFLICT IN VIETNAM**
► **MICROPROSE**
► **£14.95 (CASS), £19.95 (DISK)**

Atari 8-bit software isn't all alien zapping arcade action and armchair generals can tackle some of the toughest problems of modern warfare as they re-fight the Vietnam war.

Microprose recognises the controversial nature of the war, and while the company hardly takes a pacifist stance, even those with hardened anti-war views could learn something of the problems of the war in South East Asia, from 1954 to 1972, in five scenarios.

The game successfuly computerises the style of traditional board wargames, using a cursor to give orders to units. The scenarios are carefully graded, with an initial tutorial for complete novices, and there are options to cover most personal perferences. Serious wargamers should find much to challenge them here.

► **Overall Rating: 7**

► **TOURNAMENT**
► **US GOLD**
► **£9.95 (CASS), £14.95 (DISK)**

There have been golf games for almost as long as there have been computers, but there has never been a golf game like *Leader Board.* Never before has the sport once described as, "a great way to ruin a walk", been so accurately simulated.

Everything about Leader Boaard impresses, from the perspective view of the course, taken from just behind the golfer, to the variety of holes found across the four courses in the orginal game, and the additional four for Tournament players. You can even choose the level of difficulty that you'll play at, so novices can get straight into it!

Up to four people can take part and about the only feature of the real thing that isn't included is the torrential thunderstorm that sends you scurrying back to the clubhouse. Even if you don't normally like sports simulations, you should take a look at this.

► **Overall Rating: 9**

► **WAR HAWK**
► **FIREBIRD SILVER**
► **£1.99**

Where better to start than with a shoot 'em up? Atari owners may not be able to experience the joys of *Uridium*, but they can come close with this vertical scrolling blaster.

The plot is as simple as you could wish — zoom across the asteroid surfaces, wrecking any structures that get in your way and taking pot-shots at the swooping alien craft, which don't take too kindly to your wanton vandalism.

The asteroid graphics are great but the aliens look rather washed out. Still, they swoop around fast enough to keep you on your toes.

► **Overall Rating: 7**

► **UNIVERSAL HERO**
► **MASTERTRONIC**
► **£1.99**

Arcade adventures must be the second most popular type of game, after shoot 'em ups, and this budget title offers most of the features you could wish for, including odd objects to collect and strength-sapping aliens to avoid.

Set in a giant maze, around which your hero walks and flies, it's a bright and colourful game calling for much mapping and some lateral thinking as you puzzle out how to use the things that you've collected in your nine pockets.

It's major fault is its instructions — they're totally insufficient, so you have to pick up the finer points by experimentation.

► **Overall Rating: 7**

► **UP, UP AND AWAY**
► **BUG BYTE**
► **£2.99**

The Atari has attracted some odd arcade scenarios in its time. The perils of ballooning presented here include things that Richard Branson never dreamed of, including rock-hurling punks and pigeons with loose bowels.

You have to float along, avoiding the hazards and picking up fuel or you'll soon be forced to jettison sandbags to stay aloft. Things get more difficult as the lightning begins to flash and you have to hold back to dodge the thunder bolts.

An interestingly different game that can prove strangely addictive!

► **Overall Rating: 8**

► **GUN LAW**
► **MASTERTRONIC**
► **£1.99**

Commando gets cloned, which means that you have to march up the scrolling screen, dodging bullets and blasting the enemy as the terrain becomes increasingly difficult.

With five levels of aliens to tackle, there's a lot to do in this budget answer to *Who dares Wins II* (reviewed below), and life's made more difficult by the absence of the grenades that give you the extra fire power in the full-price game.

The graphics are a little basic, but if you're not a wild fan of the original, but fancy some lively, bloody action, this is well worth a look.

► **Overall Rating: 6**

► **BUBBLE TROUBLE**
► **PLAYERS**
► **£1.99**

Another odd scenario as you play a little bubble who aims to become big foam in the bathtub! You do this by absorbing other bubbles while eating the soap brings in bonus pointsf, but avoid everything else, because nailbrushes and the like sap your strength or even burst you.

Played on a single screen it's a simple game which is quite tough to master. The graphics are a little disapponting, but there's a bubbly soundtrack and touches like the basin draining at the end of the game are great.

► **Overall Rating: 7**

► **SPELLBOUND**
► **MASTRONICS**
► **£2.99**

David Jones's brilliant arcade adventure system of *Windimation*, comes to the Atari. It uses windows and menus to give commands, so you're never stuck while you look for the right word only to find you can't do what you wanted.

You control Magic Knight, who has to rescue the victims of Gimbal the Wizard's magical ineptitude from the Castle of Karn.

The only disappointment with this conversion is the colour scheme, which seems more suited to a modern battlefield than the mystical past, even if it was known as the Dark Ages!

► **Overall Rating: 9**

► **GAUNTLET/THE DEEPER DUNGEONS**
► **US GOLD**
► **£9.95 (CASS), £14.95 (DISK)**

There's something about *Gauntlet* that makes it incredibly addictive — the ideal combination of running round a maze and massf destruction. Every level holds its own surprises . . . and exits lead to ever-more terrible tasks. And if the original isn't enough for you, there are always the 512 *Deeper Dungeons.*

As nobody who's ever played the arcade original will know, to get the most from the game you need a partner, so beg, steal or borrow a second joystick so that you can take on the assorted nasties with some assistance.

The game's extremely playable but it's a pity that the graphics rather let it down by being far too small.

► **Overall Rating: 7**



You are one of the elite . . . parachuting alone behind enemy lines. The enemy controls the terrain, hidden in bunkers and machine gun nests . . .you may be surrounded. The action is fierce as you control one soldier's battle against overwhelming odds. You'll need skill and strategy to outmanoeuvre your enemy, plus courage and some luck to make your escape. Airborne Ranger is an exciting fast-paced simulation with 12 desperate missions in 3 different regions of the world. The possibilities are endless!

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LAUREL & HARDY

- ▶ MACHINES: C64
- ▶ SUPPLIER: ADVANCE
- ▶ PRICE: £9.95
- ▶ REVIEWER: IAN

Billed as a game in glorious Cinevision — black and white for those readers under 50 — *Laurel and Hardy* from Advance would at first sight appear to be something new and original.

The fact that it is programmed by Andy Wilson — the man behind the classic *Dan Dare* on the C64 — does nothing to dampen initial enthusiasm. Unfortunately, this



excitement turns out to be unjustified.

The aim of the game is to hit your opponent — either Stan or Ollie, controlled by another player or the computer — full in the face with a predetermined number of flans.

To do this, you have to visit various locations and collect objects to help you in your quest. You can also enlist the help of a stray dog whilst avoiding the Keystone Cops.

However, since the long arm of the law refused to show itself during several hours of play, I can only assume they were avoiding me!

During play, the screen is divided horizontally into three windows, Ollie and his immediate surroundings at the top and Stan likewise at the bottom.

In the middle of the screen is a green strip containing a pianist — more of him later — and icons to show the status of both characters.

To carry out any action you must first stop moving. You then press fire and move your joystick up or down to choose an option.

These come in the form of silent screen "captions" which appear in your playing area and give you a description — if sometimes a little cryptic — of what you can do.

These are a nice idea, but they're hell to use. It is very easy to select the wrong option because of the awkward way you have to choose.

The skill in this game ought to be your ability to collect a pie, lay traps for your opponent, catch him off guard and slap him right in the mush while avoiding a similar fate yourself.

If you could actually do this, not only woud the game be fun, but it would also capture the slapstick style that Advance has tried so hard to create. Instead, you spend ages trying to achieve what should be routine tasks in the game.

In the game's favour I have to say the animation is brilliant, especially in the way that is used to bring Stan and Ollie to life, but this alone cannot save the game. It's just a pity that Advance couldn't put it together.

▶ GRAPHICS	8
▶ SOUND	3
▶ VALUE	5
▶ PLAYABILITY	2

CALIFORNIA GAMES

- ▶ MACHINES: CBM64/128/ SPECTRUM/AMSTRAD CPC
- ▶ SUPPLIER: EPYX
- ▶ PRICE: £8.99 (SPEC/AMS) £9.99 (64) £14.99 (DISCS)
- ▶ VERSION TESTED: CBM64/128
- ▶ REVIEWER: JOHN

I'm off to join those craaazy folk in California and it's all the fault of those Epyx people. They've got me hooked on surf, skateboards and BMX bikes, and I've not even been near the place yet.

There are some radical pastimes here; half pipe skateboarding, foot bag kicking, surfing, roller skating and BMX bike racing. How refreshing, not a ball or goal in sight. You can compete in one or all these events or take the easy way out and go for practice.

You can make a choice of the competition events — one, some, or all. There are six, some of them stored on the second side of the disc, so you're spoilt for choice.

A sidewalk above the beach forms the roller skate obstacle course. To glide forward waggle the joystick left and right to make your feet move. As you pick up speed you're faced with cracks in the pavement, bouncing beach balls, banana skins, slippery patches, ramps, clefts and, to cap it all, a seagull that performs a squawking fly past.

Skate boarding takes place in a half pipe. Push the joystick back and forward to gain momentum. When you've gained enough speed to fly up over the lip of the pipe move the joystick diagonally to perform an aerial turn which spins you in the air and puts you back on the board facing the opposite direction.

You might also like to try a hand plant when you plant your hands on the pipe and flip the board over your head.

You might also like to try a hand plant when you plant your hands on the pipe and flip the board over your head. Naturally I didn't do too well at that, I've never been a contortionist. I did do better at the kick turn, though. Just kick back at the pipe and flip your board around so, yet again, you're facing in the other direction.

On to foot bag, a wimpy game in which you keep a juggling bag in the air with your toes, soles, knees and head. I'm reliably informed that the real thing's painful, but you'll be pleased to hear, that it's only your fingers that are likely to drop off as you move your player around the screen.

If foot bag bouncing isn't your scene, go down to the beach and try surfing. It seems easy at first. All you've got to do is stay on top of the wave when it breaks and ride it in. Don't flip over the top, disappear behind it or off the screen. Any error and you'll wipe out. Scoring's done by a beach party, holding up cards and giving inane grins.

Two to go; BMX biking and flying disc — that's discus to you and me. The bicycle motorcross takes place on a course choked with jumps, bumps, dips, tyres and slippery bits. The usual joystick directions apply but, if you go too fast and try to twist the front wheel of your bike around something like a tyre, you'll fall over.

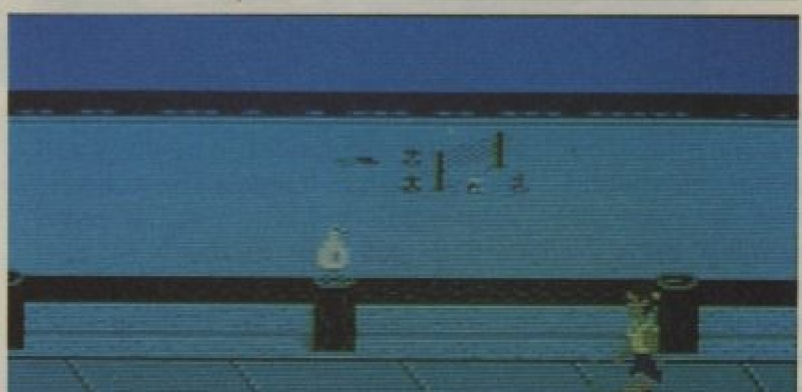
By comparison flying disc is a doddle.

At the end of the competition the awards ceremonies are held, new world records announced and trophies presented.

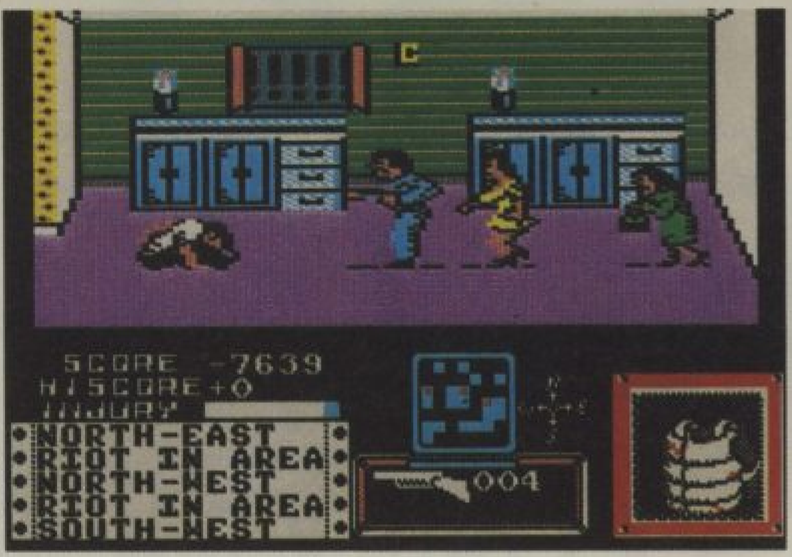
California Games deserves all the accolades and trophies it's likely to get this year. The action is realistic and the graphics detailed.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	10





- MACHINES: SPECTRUM/ AMSTRAD/C64
- SUPPLIER: GREMLIN
- PRICE: £7.99 (SPEC) £8.99 (AMS) £9.99 (64) £14.99 (DISCS)
- VERSIONS TESTED: SPECTRUM/AMSTRAD/C64
- REVIEWER: JOHN



DEATH WISH III

As street vigilante Paul Kersey you've gotta have guts to relieve the street gangs and muggers of theirs. You take the role that Charles Bronson made famous, along with a pledge to rid the city of scum.

The city is displayed in 3D. You can point your man at any compass point then run him along the screen street in either direction firing past the punks who carry knives, machettes, guns, lead piping and choppers. You've got a choice of four weapons, including an automatic pistol, machine gun, rifle, sawn-off shotgun and bazooka, each of which has a limited amount of ammo. If one of the guns runs out of bullets or missiles it's discarded and you must enter buildings and find new weapons.

The buildings comprise of several rooms and offer opportunities to make bonus points. You can look out of a window onto the street, line your gun sight and blow away more villains. The points for window targets are almost double that of street shots, so it often pays to enter as many buildings as you can.

Always remember that the bad guys are the ones carrying weapons and not wearing blue uniforms. If you blow away a little old lady or pulp a policeman, points are taken away from your total and you could end up with a minus score. Once you've hit a policeman, you've clearly broken the law and they'll start to fire at you, although they'll mainly be concerned with shooting the punks. On occasions the little old ladies also get in on the vigilante act. They use their handbags, no doubt filled with bricks, to bash muggers over the head. Go to it grannie.

The streets also contain characters which confuse your line of fire. The prostitutes, for instance, raise their skirts in the hope that you'll pay more attention to them than to their bosses. You may think the men in white coats who walk on when you've blown away three of more punks are there to confuse you, but the opposite is true. They're there to pull the bodies off the screen, and a good job they do of it too.

You may think you're invincible with all that armour and a bullet proof vest to boot, but you can be killed by constant stabbing, hammering or shooting by gang members. The injury status display creeps slowly from green to yellow and then to red.

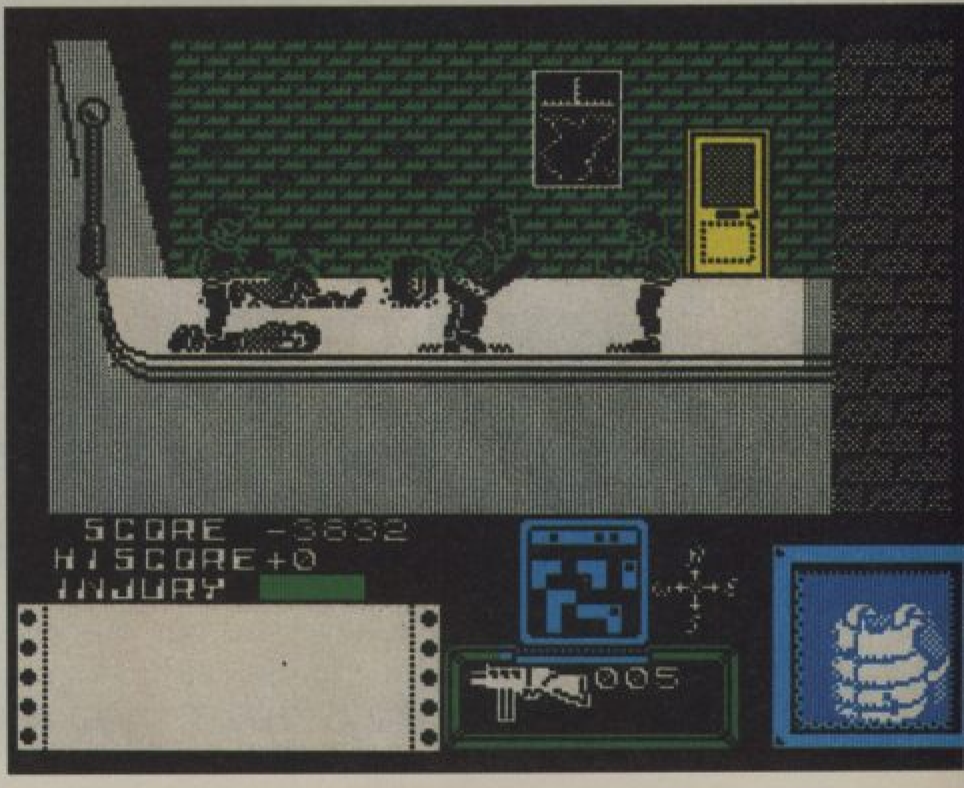
Despite the violent nature of *Death Wish III*, the game is technically excellent with brilliant graphics and a three channel sound track from the film's title music. Some of the screens show graphic gore and lewdness, particularly on the Commodore version, but no doubt others will pass judgement on this Gremlin title — probably without seeing it first. So, all I will say is that it's an excellent game which is shockingly realistic!

	Spectrum	C64
▶ GRAPHICS	9	10
▶ SOUND	7	9
▶ VALUE	9	9
▶ PLAYABILITY	9	9

C+VG HIT!



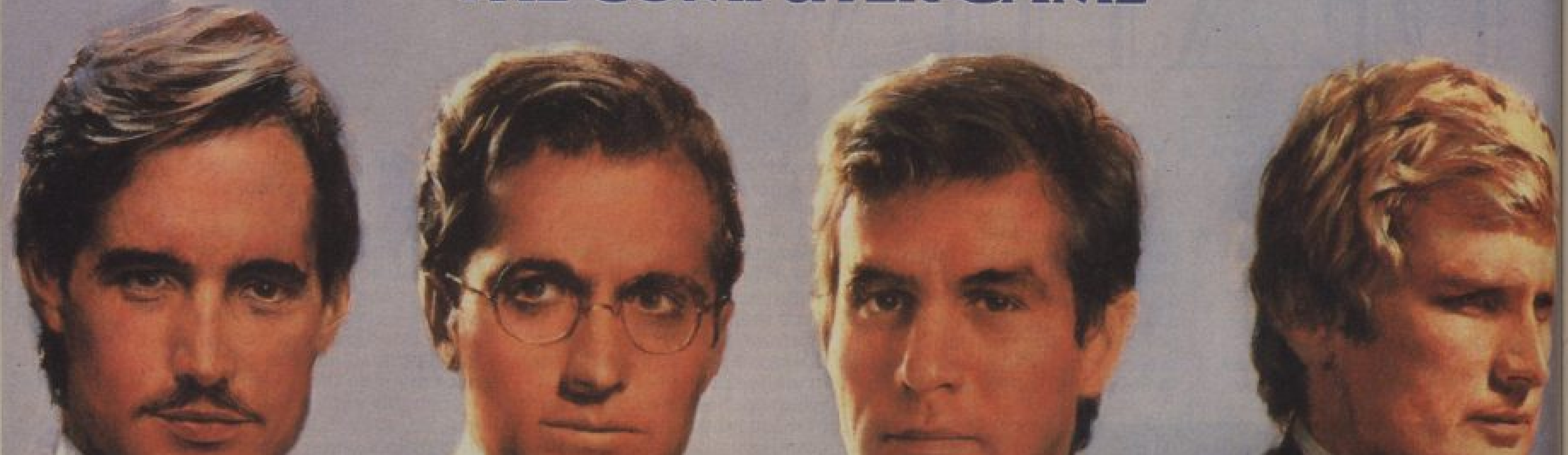




JEFFREY ARCHER

NOT A PENNY MORE, NOT A PENNY LESS

THE COMPUTER GAME



Atari ST
CBM 64
Amstrad CPC
Spectrum 48
Spectrum 128
BBC B & Master

"We have had our money stolen by a very clever man. Gentlemen I therefore suggest we steal it back. Each of you must return with a plan of how we are to extract $1,000,000 from him without his ever becoming aware of it.
NOT A PENNY MORE, NOT A PENNY LESS"

Published by
DOMARK

Scripted by: Robin Waterfield. Programmed by: Imagitec Design Ltd. Domark Ltd., 22 Hartfield Road, London SW19 3TA. 01-947 5624.

Armageddon Man

- ► MACHINES: SPECTRUM/ AMSTRAD/C64
- ► SUPPLIER: MARTECH
- ► PRICE: £12.95 (TAPE), £14.95 (C64 DISK), £19.95 (AMSTRAD DISK)
- ► VERSION TESTED: SPECTRUM
- ► REVIEWER: TIM

Armageddon out of here! The world is a dangerous place and I've been put in total charge of it! Talk about mind-boggling — it's even worse than running the C+VG office!

Martech's newie is a strategy game which you'll either love or hate. There's no real action — but it will tax your patience and test you diplomatic skills to the max.

Like *Catch 23* it's a big game — but this time not big in terms it's a complex simulation. And although it's supposed to be set far in the future some of the scenarios you come across are horribly close to the present.

Playing the game is like *Risk* or *Diplomacy* in reverse — instead of looking after the interests of one country you have to babysit the whole world! Which makes it a bit of an aquired taste.

The year is 2032, there are 16 nuclear superpowers and the world is balanced on a knife edge. To prevent disaster they have formed the United Nuclear Nations and appointed a Supreme Commander to oversee the economies, technological development and weaponry of these nations.

The Supreme Commander, that's you, sits high above the world in a space station codenamed Olympus, collecting information and reports via a network of defence and intelligence satellites. You are the Armegeddon Man, in control of the destiny of the Earth.

Your task is to prevent Armageddon. How you achieve this is up to you! There are three main aims.

AIM ONE: Achieve a good working relationship with each individual country.

There are 16 member countries of the UNN. Each country has its own political system, its own problems, its own aims and most importantly its own personality. The only thing they all have in common is a desire not to be destroyed. You must learn how to deal with each country in different situations, some serious, some not so serious.

Each country will be in regular contact with you for advice, guidance or approval of their actions. You must learn when to give way, when to be firm and when to compromise.

A country which becomes unstable is much more likely to be unreasonable or aggressive towards both you and any other countries it has poor relations with.

AIM TWO: Promote good working relationships between each individual country and each of its 15 fellow UNN members.

AIM THREE: Achieve economic stability.

Each country has two principle needs, FOOD and RESOURCES. If a country has a deficiency in either of these areas it will be less stable. It will also be seeking to gain any shortfall from other countries, either by coercion or trade. You must keep an eye on each country's resources and as far as possible try to allocate them fairly or in whatever way you feel is appropriate given the prevailing conditions. The extent to which you are able to control the movement of resources will depend largely on your relationship with each country involved and also on their relationship with each other.

AIM FOUR: Achieve military stability.

Some countries may be naturally more aggressive, others more peaceful. However, of paramount importance to a country is its own security.

● INFORMATION
If you select this icon a window will open presenting you with three futher sub-icons. By choosing one of these you will be presented with the latest intelligence reports on each country's status in three vital areas, food, resources, missiles.

● COMMUNICATION
This icon is divided into IN and OUT. Choose the IN icon you can look at letters that countries send to you. Choose the OUT icon a menu of standard letters that you can send to countries will appear.

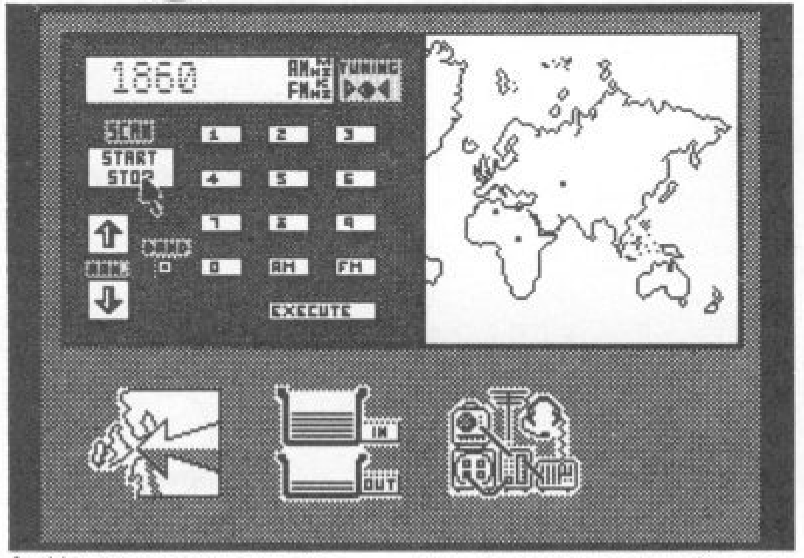
SATELLITES: Choice of this icon will display the satellites which are available. By moving the cursor over a satellite and pressing FIRE you pick the satellite up. Move the cursor over the World Map to position the satellite in geo-stationary orbit and press FIRE to release it.

RADIO: The world's airwaves are alive with radio transmissions which originate from each of the 16 UNN member countries. The information carried by these transmissions may provide you with invaluable informaton.

Wars come in two types, conventional or nuclear. Conventional wars are punitive. In such a conflict both sides realise that due to the enormous advances in weapon technology it is virtually impossible for either side to win. However, they can ease the tension between two countries, but whether this happens depends entirely on the relative strength of each country involved and further to that, on who attacked who.

They do little damage in themselves but if they are not over quickly, they tend to escalate into nuclear war.

If one country launches a missile or missiles at another country, you will see the missiles tracking towards their targets on your world map. At this stage, it will be too late for your to move your SDI satellites to shoot them down. If you did not spot the conflict coming and did not cover it with your satellites, then all missiles launched will strike their targets.



A side effect of any nuclear conflict is an increase in the level of radioactivity in the Earth's atmosphere.

It is not necessary, therefore, for every country in the world to be destroyed for Armageddon to occur. A large scale nuclear war between two countries ony may still release enough lethal radioactivity into the atmosphere to kill the entire population of the world.

As you can see you've got a lot on your plate if you decide t become the Armageddon Man.

I went for a total nuclear disarmament policy — but before I could get rid of all the missiles Japan and Lybia decided — out of the blue — to have a little conflict! No warning at all.

Then I attempted to start a big conflict by doing stupid things and suddenly got fired!

Armageddon Man is a thought provoking and well put together game — but you'll have to be a strategy or wargame fan to enjoy it to the full.

► GRAPHICS	7
► SOUND	N/A
► VALUE	7
► PLAYABILITY	6

Rebel

- ▶ MACHINES: SPECTRUM/AMSTRAD/C64
- ▶ SUPPLIER: VIRGIN
- ▶ PRICE: £9.95
- ▶ VERSION TESTED: C64
- ▶ REVIEWER: TIM

Meet the rebel WITH a cause. THX2240 a worker with a mission — to escape from the mind-crunching tyranny of the factory farm! Someone has been watching George Lucas films here I reckon. And someone has also rescued a good idea from Virgin's *Dan Dare* and incorporated it here — the C64 version anyway. Waste not want not!

If you remember the laser/reflector game in *Dan Dare* you'll get my drift. Still, in this game you find yourself inside a tank attempting to blast your way out of the many different complexes which make up the farm and head for freedom.

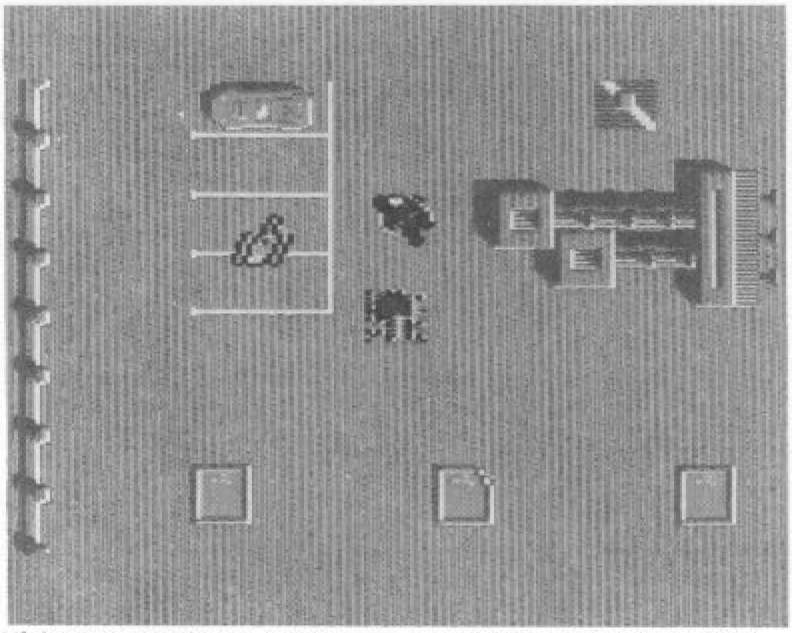
To escape you have to use the farm's solar reflectors to open doorways — deflecting the beam by placing reflectors in the right place/combination.

THX2240 breaks into the armoury and steals a one person mobile Crowd Control Vehicle, she makes her bid for freedom.

In the agricultural block, giant solar conductors are used to provide artificial sunlight for the crops during spells of bad weather. The solar beams are 'bounced' to their destination points by directable glass reflector stations. Obviously, if a beam were to be fired in the wrong direction, the results could be lethal.

The agricultural block is split into separately enclosed compounds, each of them joined by sealed exit tunnels.

Using the CCV, THX2240 will be able to turn the reflector stations so that they guide the solar beam into the exit tunnels, shattering their seals! In this way, there is just a slim chance that she could escape to freedom through the exit tunnel



of the outermost compound and join the rebels.

All the compounds are heavily patrolled by police surveillance machines. Contact with any of these will mean immediate termination.

You must collect reflectors on each level while defending yourself from attack. Once you have explored the level you are on and found the sealed exit, you must strategically place and position the reflectors between the Solar Beam Generator and the exit.

Turn the solar beam on to blast your way through the exit to the next level. On each following level, the beam will appear to start from the point you entered the level.

There are 13 levels to penetrate before you can finally escape.

It is easier to collect all the reflectors on a level, clearing paths as you go.

Rebel is a reasonably entertaining game — but it lacks any sense of urgency and the thrill power that will get you coming back for just one more go.

	Spectrum	C64
▶ GRAPHICS	7	8
▶ SOUND	6	8
▶ VALUE	6	7
▶ PLAYABILITY	6	6

Codename Droid

- ▶ MACHINES: BBC/B+/MASTER
- ▶ SUPPLIER: SUPERIOR SOFTWARE
- ▶ PRICE: £9.95 (TAPE), £14.95 (DISK)
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Codename Droid is the sequel to *Stryker's Run*, which topped the BBC charts last year although I personally found it a little disappointing.

Anyway, our true-blue hero commander John Stryker is back, this time to tackle the mysterious planet Volga. His mission is to penetrate the underground defence systems to locate and purloin a new secret spacecraft.

The nice thing about the Superior at its best is that storylines actually mean something, thanks to the usually excellent graphics. *Codename Droid* is no exception. The graphics are really first class, with superb colour and good sound.

The things that disappointed me in *Stryker's Run* first time round have been put right — there's fast action and lots of it. At the start, ten fingers don't seem enough — our agile Biggles of outer space can run, jump, kneel, crawl, shin up and down ropes, and use lifts to get around.

He can also fly for short distances using a jet pack.

He can blast aliens to bits, lay mines, and use his wrist computer to keep a wary eye on suit shield and blaster energy.

This stirring action takes place in a series of caves divided into four zones — surface defence, ancient shrine, crew's quarters and the missile factory.

Each zone is heavily defended by Volgan soldiers. But someone has thoughfully left various useful objects lying around to be picked up, like fuel cells, jet packs and microfilm cassettes.

You must also find the four plutonium rods and navigation rom so you can power and fly the ship.

The controls take some getting used to, but stick with it — it's worth it.

There's lots going on and plenty of imaginative features to keep you going for a good long time.

Definitely one to add to your collection.

▶ GRAPHICS	10
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9

C+VG HIT!

Hacker

- ▶ MACHINES: BBC/ELECTRON
- ▶ SUPPLIER: FIREBIRD
- ▶ PRICE: £1.99
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Oh no, not again! This is the instinctive reaction to the opening screen of *The Hacker*. OK, I know it's hard to come up with anything mind blowingly original these days, but if you're going to stick with tried and trusted formats, you need that little extra something — like speed, imaginative graphics, wide awake sound, a touch of class.

And I'm afraid *The Hacker* just hasn't got it.

You have control of a sprite that travels through the telephone network.

Being the age of high tech, he moves from modem to modem.

So off he goes, climbing along different levels, using moving walkways, avoiding obstacles, picking up five floppy disks along the way.

There's a time limit to each screen, with 12 in all before he reaches the CPU and the main file store.

There to rifle data at his leisure, one supposes.

Keys are right, left and jump. Key response is not exactly instantaneous and it's easy to make mistakes.

Graphics and sound are basic, although the animation is not bad.

You've seen it all before.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	6
▶ PLAYABILITY	6


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Screen shots are taken from the C 64 version

Woakes

Tony Takoushi, C+VG's Hot Gossiping mega-mouth, has discovered the meaning of life. Has he found religion or uncovered the joys of contemplation? No, he's discovered *Backlash* and *Damocles*, Novagen's follow-ups to Encounter and Mercenary. TT sings the praises of Paul Woakes, the brain behind both games.

Ohh! Paul Woakes. What are you doing to me!!!

Few people give meaning to life when it comes to playing games but Mr Woakes is one of the few people I would call a genius in his field.

His field is 3-D graphics, and his previous games *Encounter* and *Mercenary* are in a universe of their own.

That was THEN this is NOW and his latest two games currently under development are *Encounter Mk 2* (titled *Backlash*) and *Damocles*, the follow up to *Mercenary*.

Honestly, I know I rave a fair bit but these two games will take your breath away.

Backlash is a full blown Solid 3-D tank type game. You are placed in various landscapes and have to take on various nasties. This is done by zipping around taking out real mean looking alien gunge.

Each level of the game places you in a sector and you have to battle you way to a hole in the sector walls that surround you. If you reach and manage to get through the hole, you warp to the next level.

The view you are presented with is as though you were sitting in a tank looking out from a window.

The landscape that I saw was a desert with a misty almost surreal horizon where you could move in all directions, the illusion of movement was very fast, the ground which has solid lumps strewn over it just slides away under you, and objects come at you with a real smooth and solid feel, it makes you just want to reach out and touch them.

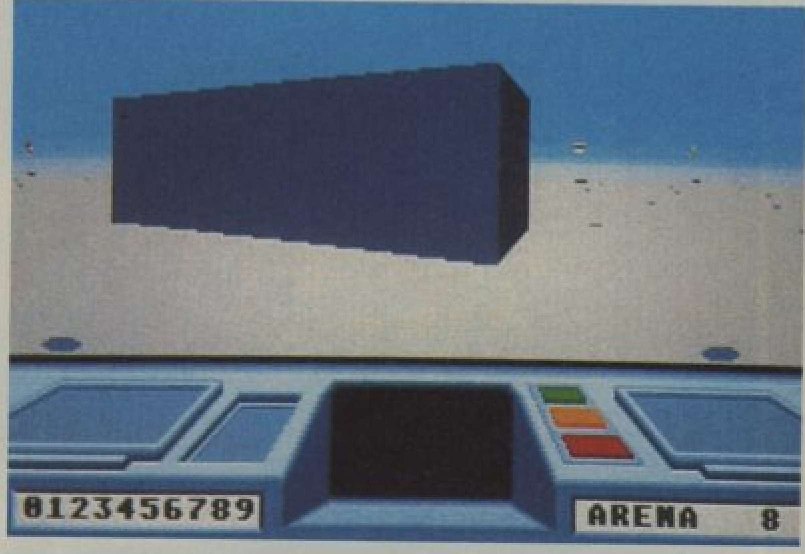
The aliens already in the game include a menacing eyeball that comes at you from a distance and opens slowly to spy on you then zoom away.

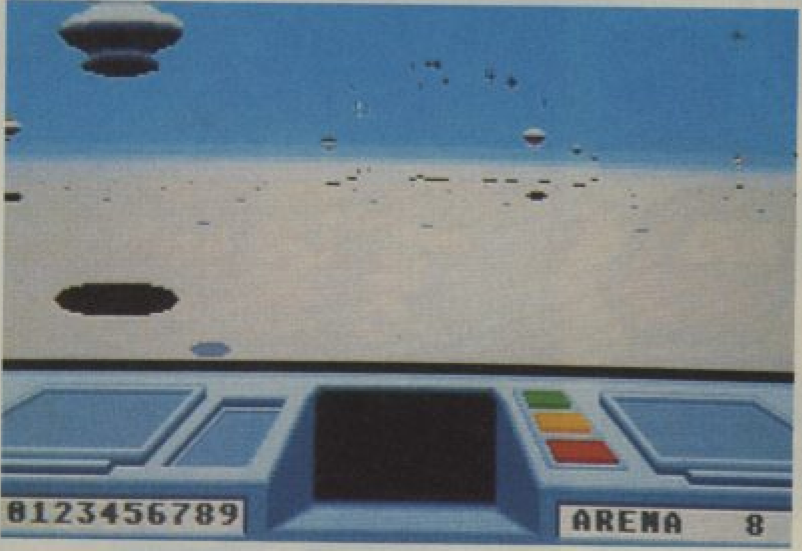
This is beautifully animated and typical of the classy presentation of the game.

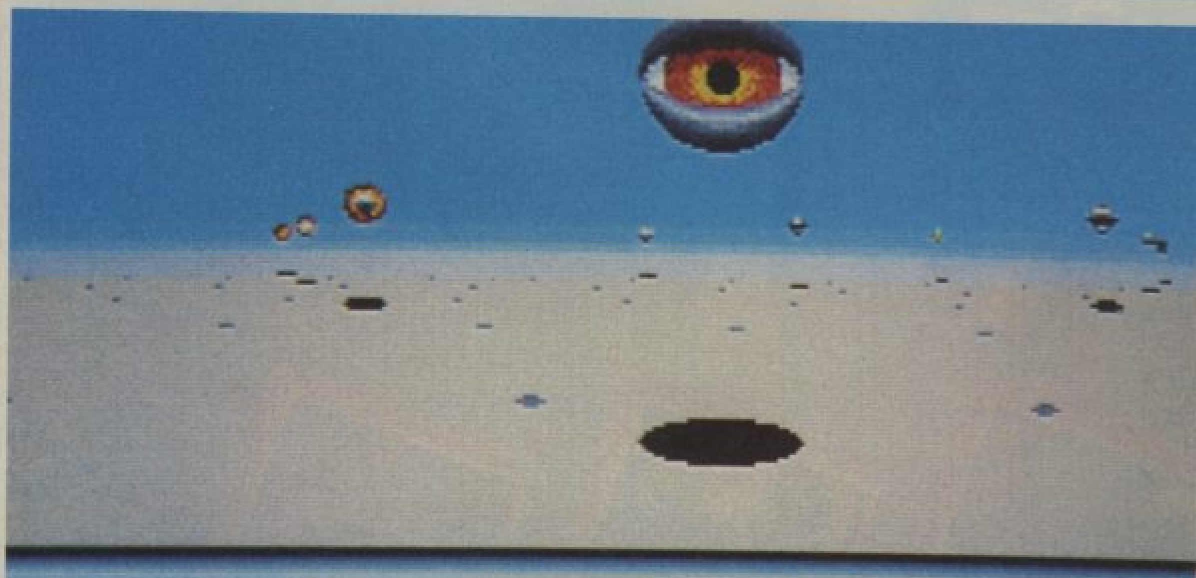
You can also fire missiles to destroy alien targets, these missiles fly out from under you and when they hit a target it explodes and showers debris beautifully around you.

Again the animation and brake up is incredibly realistic, its as though you are watching a war film with shells blowing up around you.

Your bullets have gravity on them as do various objects in the game, the use of gravity is original and applied with a strong sense of gameplay, your bullets can be directed with gravity to encircle and disperse over a wide area to attack a variety of aliens.







There are also little alien bases that have strong centres of gravity and these can divert your bullets and in some cases cause them to cycle around in decreasing circles. You are limited to 16 bullets on screen at any one time, if you can call that a limitation!

There is also a fountain type object that throws out glitzy little diamonds around you, this has yet to be implemented in the game as an aid or hazard.

Which ever it turns out to be it will stun you. It is gorgeous to look at.

The graphics are colourful and a delight to the eye, the use of 3D is done to perfection and sound

of Genius

effects just add to the illusion of reality.

The final version will feature around 40 aliens with a tasty control panel. The game will also feature strategy elements, so mindless zapping is only half the story.

The game should hopefully be finished around PCW time in late September (costing £19.95) and will ONLY be available for the ST. ARE YOU LISTENING TO ME ST OWNERS? Put some meaning back into your life and go out and buy this game . . .

I am a sucker for a classy bit of software and *Damocles (Mercenary 2)* fits the bill perfectly. It follows on from *Mercenary-Escape from Targ* where you have taken off into space and new adventures await you.

All the original *Mercenary* fans will be pleased to hear that you can load your status from a previous game this will give you a flying start in the new adventure.

The scene is set, *Damocles* is a massive comet racing towards impact with the planet Eris, the fifth in its solar system.

Your point of arrival is in orbit around Eris and you have a few hours left before the planet is destroyed. The game is played out in real time so the heat is on.

The solar system is vast and has nine planets, 19 moons and space stations galore to explore.

The game is not finished but I was able to see some of the space and planet sequences.

Just what can I say? It is so atmospheric, the light and shading effects from the central sun on to the planets makes me swoon. MORE, MORE, MORE!

Forget NASA. Forget flight sims, forget sci-fi movies. This is as close as you will get in your lifetime.







You can fly through the crescent of a moon, ease through the back of an eclipse, zoom at heart-wrenching speeds into a planet, only to see its buildings slowly take form below you — WOW!

The final version will have a starfield and the space stations will be wireframe.

Again the emphasis will be on arcade action AND strategy thus satisfying both urges.

It is being written on the ST (priced £19.95) with conversions to Commodore/Spectrum and Amstrad 8-bit machines to follow.

Damocles has still got a fair bit of work to be done on it so it is unlikely to be ready for the PCW show, more likely around Christmas time.

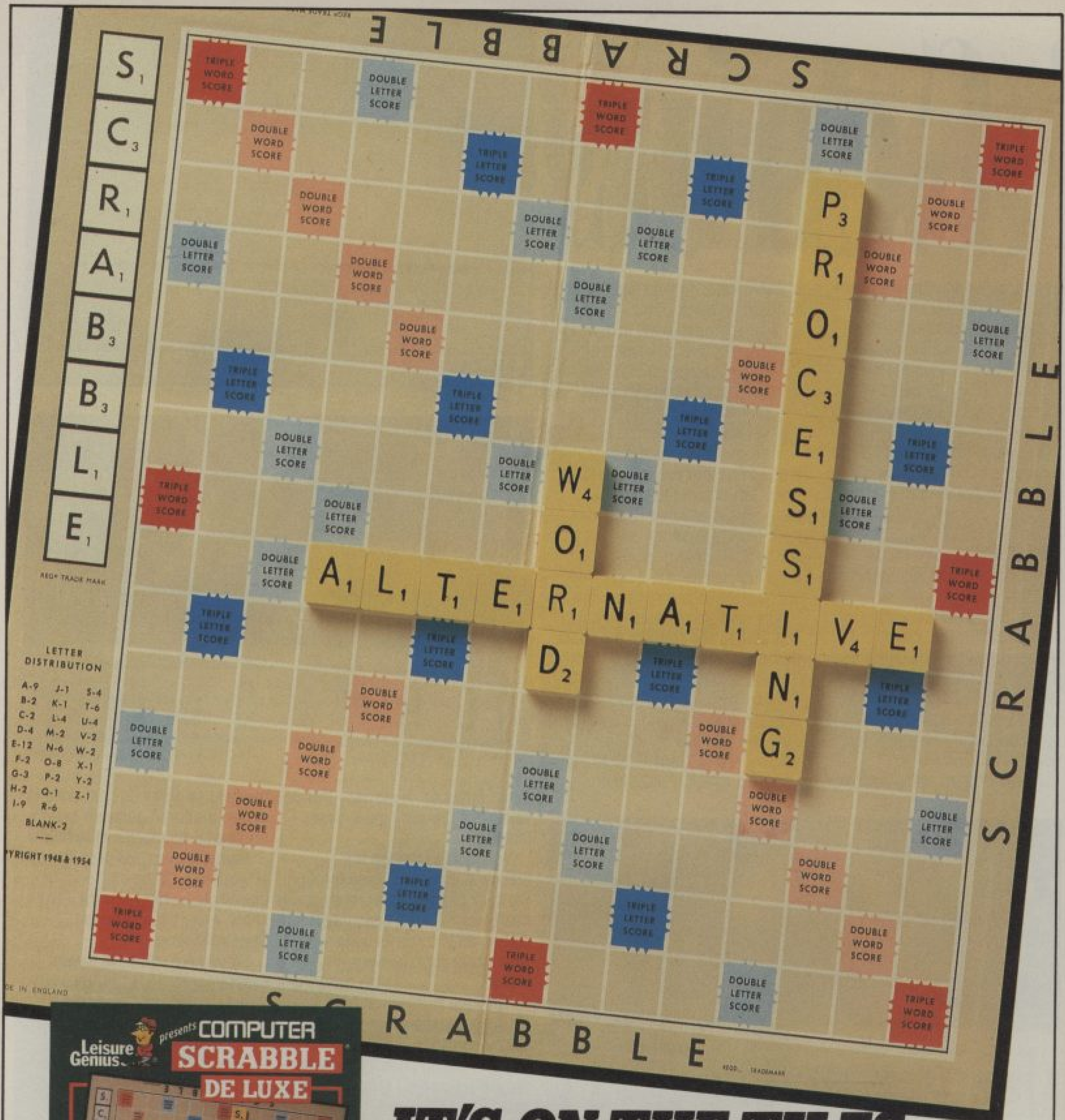
So you will just have to wait eagerly for it.

It is actually worse for me, I have SEEN it, but I cannot play it, all I can do is D–R–E–A–M.

Hurry up Mr Woakes, we are waiting for you . . .









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Leisure Genius®

IDEAS CENTRAL



Isn't it typical! After thinking Summer has arrived, what happens . . . rain for three weeks. Never mind, just think of me as I'm laying on some sun drenched beach for the next two weeks — 'cos I'll be thinking of you. But just because I'm off for my annual hols, it doesn't mean you have to stop sending in your maps tips etc. Keep sending them to Melissa R, I.C. HQ, Priory Court, 30-32 Farringdon Lane, London; EC1R 3AVU.

ATARI ST

Someone who heard my plea for help was *The Falcon*. He sent in some tips for four games on the ST.

Arkanoid: when the game loads, press CAPS LOCK and the type the word Deathstar. Start the game and now you can simply press the S key to jump to the next screen. You can do this right through to the final screen.

Rogue: when your saved character is loaded in, quickly remove the character disk and put a blank disk in. This prevents your saved character being deleted from the disk after it is loaded in. Saves time loading, too.

Ultima : when you first start a character, allocate most of you points to Agility. Then you can steel most of the useful equipement — phasers and food — without being caught.

Airball: The spellbook is in the room with the candle. You have to pick up and remove the blocks to get it. Take the Spellbook back to the start screen and drop it in the top left corner and follow the instructions to get the ingredients to complete the game. But, where's the Budha and the beads.

Stuart Henny and *Garry Sinclair* of Fife have these tips for *Micronaut One* and *Star Raiders II*. First up is *Micronaut*.

Collect the small clouds with float about the tunnels as they increase your energy. Destroy all of the webs. This is done by shooting the grey blob at the base of each one. Don't shoot the eggs. It wastes too much energy. Only attend to the Etus when they are at danger or critical, other wise you waste time.

The other objects you see in the tunnels are there just to get in your way. Don't waste energy shooting them.

The first three levels are the tunnels of Ceres, the tunnels of Ganymede and the tunnels of Phobos.

Now for *Star Raiders II*

Clear one planet of Zylons. Either Teris or Imbri and forget about the others. Destroy any Zylon squadrons that come anywhere near your planet. Warp to the Zylon universe and destroy the alien bases.

Keep those ST-and Amiga-tips coming!

EAGLES NEST

Spyke of Switzerland sent in these pokes for *Eagles Nest* and *Green Beret* in the Spectrum after reading *Mr D Kong's* pleas in IC HQ in August.

```
10 REM EAGLES NEST HACK SPYKE INC.
20 LOAD ""CODE : POKE T 8714,24
30 FOR N=58833 TO 58845 : READ A: POKE N,A: NEXT n
40 FOR n=58403 TO 1e9: READ A: IF a<256 THEN POKE n,a: NEXT n
50 RANDOMIZE USR 58368
60 DATA 245,62,228,221 188,40,3,221,117,0,241, 24,144
70 DATA 50,31,143: REM INFINITE AMMO
80 DATA 50,59,148: REM INFINITE KEYS
90 DATA 50,180,160: REM INFINITE HITS
100 DATA 50,10,156: REM NO EXPLOSIVES DEATH
110 DATA 195,0,128,999: REM DATA END MARKER
```

POKE FOR GREEN BERET

```
10 REM GREEN BERET POKE SPYKE INC.
20 CLEAR 59999: LET t=0
30 FOR N=60000 TO 60106: READ a: POKE n,a: LET t=t+a: NEXT n: READ A; IF t<>a THEN PRINT "Data Err or": STOP
40 FOR N=65376 TO 1e9: READ a: IF a<999 THEN POKE n,a: next n
50 PRINT "Play Tape": RANDOMIZE USR 60000
100 DATA 221,33,203,92, 1,7,186,6,62,255,55,205, 86,548, 241,243,33,353, 94,17
110 DATA 195,130,1,20,3, 62,202,205,180,234,33, 241,130,16,241,130,1, 230,2,6,2,176,205,180, 234
120 DATA 33,241,130,16, 6,4,156,1, 36,0,236,176, 33,7,3,156,34,100,156, 33,83
130 DATA 165,34,88,156,3, 4,93,156,62,195,33,96, 255,50,102,156,34,103, 156,195
140 DATA 64,156,221,33, 1,93,234,221,229,51,51, 237,79,195,193,234,237, 95,175
150 DATA 119,237,160,224, 59,59,232,13369
200 DATA 49,95,255,221,3, 3,144,16,16,0,205,230,1, 32,221,33,0,64,237,91,19, 193,133,33
210 DATA 88,132,34,86,13, 2,205,103,131,165,50,10, 1,28,50,11,128,253,33,58, 92,62,201
300 DATA 33,0,0,34,179,1, 62,34,181,162: REM INFINITE LIVES
310 DATA 50,254,173: REM NO MINES
320 DATA 50,115,180: REM NO MORTOR
330 DATA 50,245,180: REM NO MOTOR FIRE
340 DATA 50,14,164: REM SPEED
350 DATA 50,68,175: REM NO BULLETS FIRED
900 DATA 195,0,128,999
```

Someone having a lot of problems with Spectrum games is *P F Burman* of Lincoln. One game in particular is causing him aggro. Can you help?

The game is ACE. No matter how he tries to read the code letter with the lens 10k, he can never get the code.

IDEAS CENTRAL

PHANTOM

Here are some general tips for *Phantom* on the Atari 800 *Simon Stokes* of Birmingham.

Remember where the ghosts on each screen. Two ghosts will appear in each area and they tend to materialise at the ends of corridors.

All ghosts follow general rules of movement. They will change direction only when they bump into object such as keys, walls, doors and other ghosts.

This means that you can usually wait safely in the middle of a room while the ghosts circle you, following the walls.

An important factor to remember is that your reactor only has limited energy and due to the fact that rechargers are very rare, it is important not to waste shots. The best tactic for shooting ghosts is to fire a beam of energy directly into their path so that they walk straight into it. This if far more successful than shooting directly at a ghost.

Occasionally, you will enter a room which has a recharger, but you don't particularly need it as you will have plenty of shots remaining.

In this case it is better to use up your existing energy by clearing the screen of ghosts before you pick up your existing energy by clearing the screen of ghosts before you pick up the recharger. In this way you will have maximum energy for the next screen. It is impossible to re-enter a screen you have just left, so make sure you collect all the objects before you leave.

HINTS AND TIPS

Two brothers who normally send their pokes to other rags have decide they want to see their names in the best magazine around. So all you Commodore owners see if there are any pokes below for you favourite games. Thanks *Sean* and Adrian Meads, alias The Nutcrackers UK, of Basingstoke.

Wizball — Infinite lives

```
10 FORI=53229TO53258:
   READER:POKEI,
   A;C=C+A:NEXT
20 IFC=2999THENSYS
   53229
30 PRINT"ERROR.":END
   40 DATA32,44,347,32,
   108,245,169,9,141,61
50 DATA4,169,208,141,
   62,4,76,99,3,169,96
60 DATA141,39,107,206,32,
   208,76,80,0
```

Army Moves — code for the second part is 15863

Mario Brothers — enter this listing and type RUN. Press play and this will give you infinite lives.

```
2 SYS65371
3 FORI=532296TO53256:
  READA:POKEI,A:C=C+A:
  NEXT;IFC=3204THEN
  SYS53229
4 PRINT"ERROR IN DATA.
  RECHECK.":END
5 DATA198,157,1690,162,1,
  168,32,186,255,32,189,
  255,32,213,255,169,208
6 DATA141,146,4,96,14,0,
  42,76,3,1
```

HEAD OVER HEELS

Following on from last month's tips for *Head Over Heels*, *Daniel Hargreaves*, of London, has sent in some more of the solution.

After taking the exit right from the fish/drum room, youwill find yourself in the room containing the bag. Go left until you are behind the black knob. Push right and you will see the dalek move towards the bottom right of the screen. Move the dalek until he reaches the bottom right, then move heels so that he is facing the control stick with his back towards the left of the screen.

Push up and hold the joystick in the up position until the dalek is on the square directly beneath the bag. Move heals so that his back is facing the bottom right of the screen, his face against the control. Then push left and make the dalek push block to the second square from the top left brick.

Move Heels around to the back of the corner, his back should be facing the shield on the wall.

Push right until the dalek is on the square just in front of the conveyer belt. Move Heels onto the top left brick, face the block and jump onto it.

Warning — do not touch the floor — it kills on contact!

Move to the edge of the block and jump onto the dalek's head. Then jump again onto the conveyer belt, go along it, and you've got the bag.

From there, jump three times, then jump from the block onto the bricks and leave the room. You're now in the room with the fish, table and rum.

Get the drum, jump onto the table and get the fish. Get off the table and push it towards the upper exit.

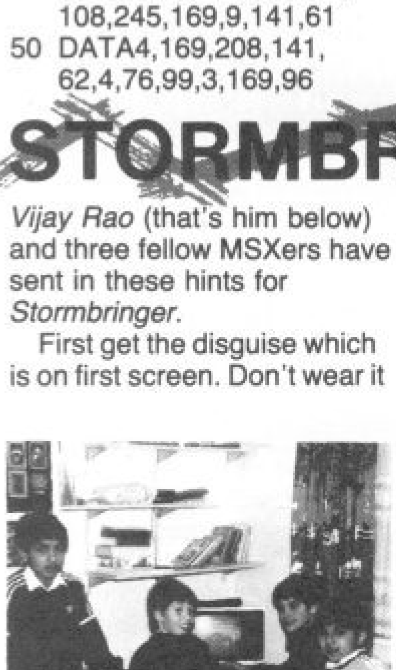
Once done jump onto the table, drop the drum and leave the room. In the next room dodge the homing robot and jump onto the table, drop the drum and leave the room. In the next room dodge the homing robot and jump onto the lift in the room above, leave by the door.

In the next location drop down from the doorway and go up, avoiding the crate thingies. In the room with the two rums, push one drum in front of the upper exit, get the other drum, jump onto the drum in front of the door, drop the drum and leave the room.

STORMBRINGER

Vijay Rao (that's him below) and three fellow MSXers have sent in these hints for *Stormbringer*.

First get the disguise which is on first screen. Don't wear it



yet!! Then get the chicken and wait for it to lay a golden egg. Now using the "take an object" command on Robin and take the newspaper from him. He will exchange it for the golden egg.

Read the newspaper and it will say chambermaid, guard etc, wanted. Wear your disguise for the person. You now go to the entrance of the castle and enter. In the first room of the castle fall into the hole where the stairs meet. Pick up both objects there and teleport. You will now be in limbo.

MSX TIPS

And here Mr Anon answers *Richard Williams* plea for help on *Knight Tyme*. First get the glue and the I.D. card, next get the camera off the table on the last screen to the left. Now "unwear" your invisible cloak and take the instant film off Gordon, give the camera and film to Klink and command him to help. Klink takes a photo, take if off him. If everything has been done correctly then you shold now have an accident with the glue and card, sticking the photo and making the I.D. card valid. Wear it.

Here are some tips for the MSX from someone who doesn't want to give his name. I thought you weren't supposed to be embarrased owning an MSX nowadays?

Journey to the Centre of the Earth — Password for part two — DECENT part three — ADRIFT and part four — RETURN.

Flight Deck — keep resetting the game until the smallest island is on the map, it's easier to photograph.



REAL ARCADE ACTION AT ITS BEST!

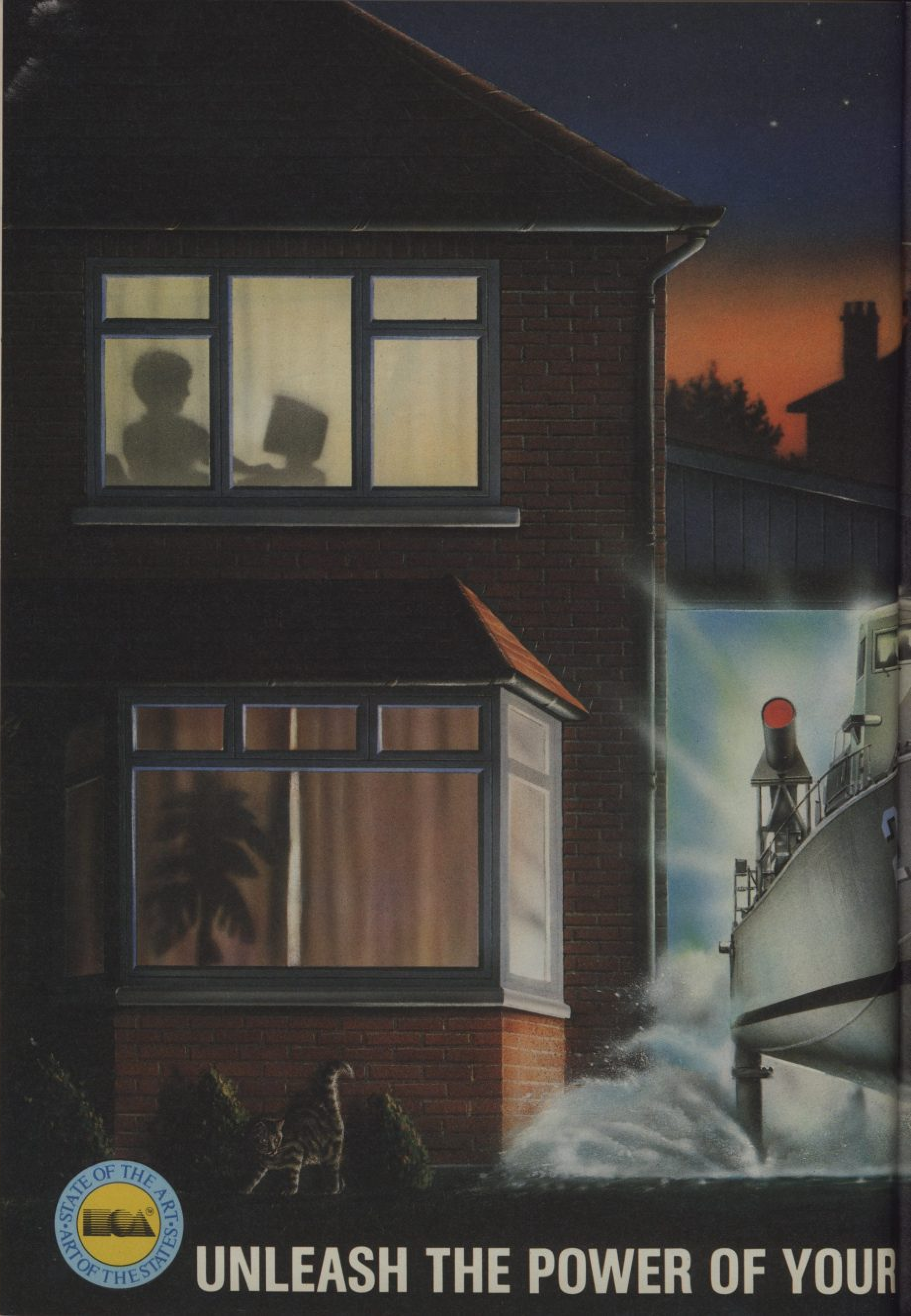
The year is 2379: Earth's vast resources are finally running out (again!). You must bridge the path to the much needed matter supplies, using three ZMX all-purpose battle-droids to link up the vital cosmic-interlace grid.

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C+VG HIT!

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You can either send us a photo of your work if it's too large to fit into a postbox, or simply send your completed artwork to *Computer and Video Games*, Top Ten Graffiti Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The competition will run for three months — and we'll print the best of the month in upcoming issues. The winner will be picked from the top three entries — judged by C+VG and Martin Maynard, boss of **Top Ten**. Ten overall runners-up will get a complete set of **Top Ten** software for his/her computer.

So if you're a spraycan supremo get busy with the paint and prepare to win yourself the chance of a trip of a lifetime! But don't forget to clip the coupon and send it with your photo or artwork — otherwise your entry won't be eligible.

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CENTURIONS COMPETITION

THE ROXY





Message from Ace McCloud to C+VG: Hi guys, this is Ace talking at you! I've heard that The Centurions are starring in a new computer game back on planet Earth. I think that's great. So great that I'd like to present a great competition for all your readers to enter. You'll find the details on your IDEAS Corp computer. So check it out NOW!

ACE'S ACE CENTURIONS COMPETITION!

Rock on with **The Centurions** and **Ariolasoft**. Yup, thanks to the A-Team we can offer two lucky C+VG readers the prize of a lifetime!

● We're giving away TWO tickets to ITV's top pop show **THE ROXY**. The winners will not only see the show but also get a look behind the scenes AND meet THE Roxy's top presenter **David 'Kid' Jensen**. The show is filmed in Newcastle – and thanks to **Ariolasoft** you'll stay over in a flash hotel and all your travelling expenses will be met! Talk about generous!

● 10 second-prize winners will get one of the huge Centurion character models, like the Ace McCloud model on this page!

● 10 runners-up will get a copy of the Centurions game!

All you have to do to win of these mega-prizes is answer the simple cartoon quiz below, fill in the coupon and rush it to *Computer and Video Games*, **Centurions Competition**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is October 16th and normal C+VG rules apply. Do it NOW!

CENTURIONS CARTOON QUIZ

1. Name the two main characters in *The Flintstones*.
2. Complete the following cartoon catchline. "Scooby-Do, where........?"
3. Who is smarter than the average bear?
4. Name one of the renegade GOBOTS.
5. Who are Max Ray, Jake Rockwell and Ace McCloud?

C+VG/ARIOLASOFT CENTURIONS COMPETITION

Name ______________________

Address ______________________

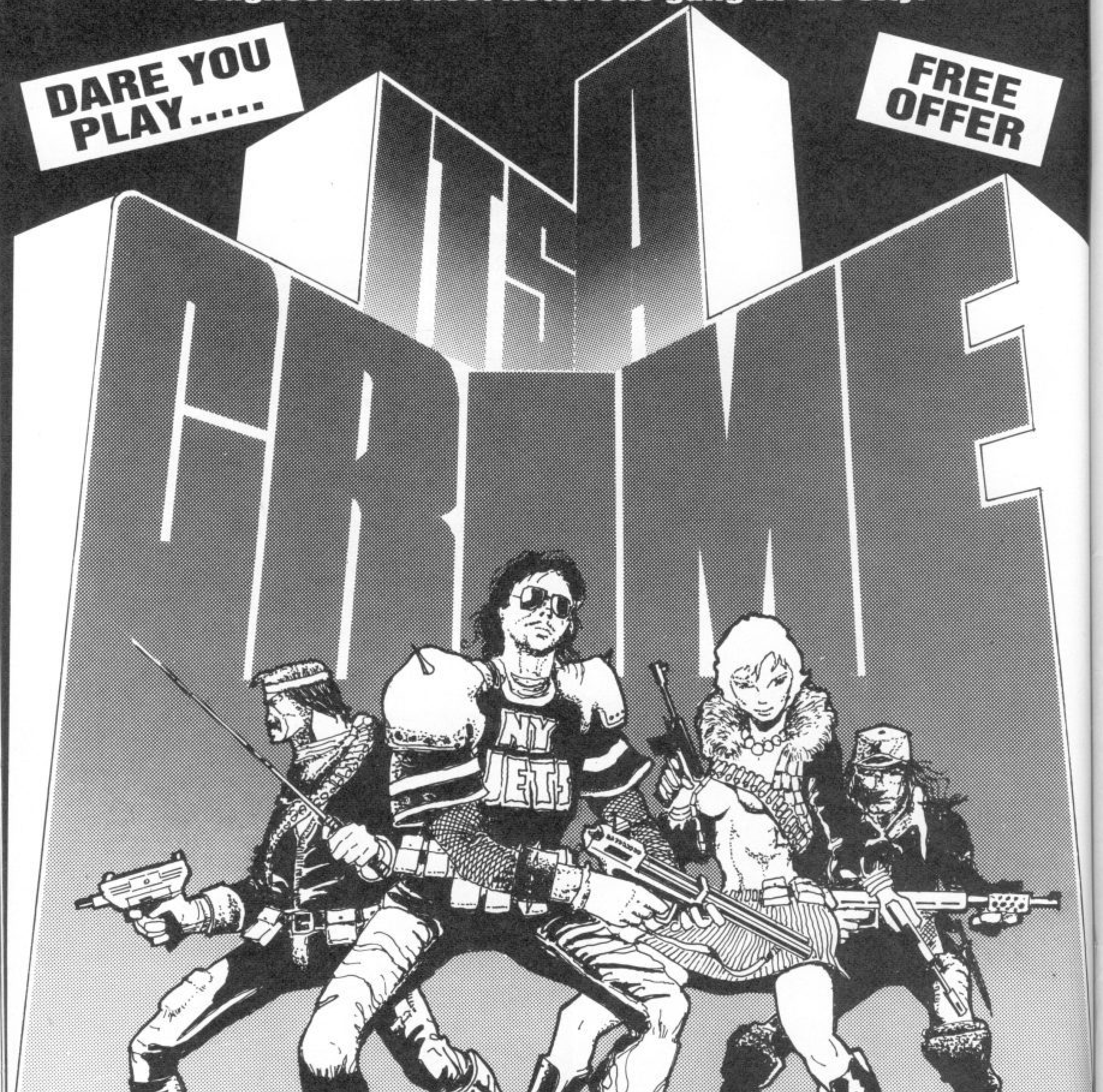
______________________ Age ________

My answers are:

1. ______________________
2. ______________________
3. ______________________
4. ______________________
5. ______________________

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.



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Wayne's Play by Mail

Time for some more mail domination with our very own Wayne, the postman's friend. Tons of stuff has been happening in the wacky world of Play by Mail — so let's get on with it!

Anvil Games have finally managed to officially release **Pangea** their hand moderated, computer assisted, fantasy role-playing P.B.M. and it has been worth waiting for.

Anvil have come up with a cracker of a start-up package. I'll be giving this game a full review in an up and comping issue of C+VG.

The first thing that grabs your attention is the A4 size rule book. It's a high quality production and has very good artwork on the cover. The 72 pages are very easy to read and it explains their system in clear, simple English.

The game history is well planned out and you get the chance to play one of the 10 races available. This can be anthing from a Goblin to a Dark Elf.

There's a choice of eight character classes, from mage to assasin. There is a lengthy, if sparcely detailed, description of each class, which informs you of SOME of your advantages. You will be informed of the others when you have finally selected your class.

The rulebook aslo tells you about the magic system — which is easy to learn, the guilds, which are an essential part of this game and your skills, which you can choose.

I looked at the in depth description on how to complete your turn, the lengthy, easy to read instructions on how to create your character and the very original "character charts". This is a novel idea that is particularly useful. Say you are in a town and you wanted to know how many characters in the same town worshipped the same diety as you. All you have to do is send a request to the G.M. and he will send a printout.

The G.Ms input all kind of starts into the computer and it is there for you to take advantage of. With the aid for this computerized system, you will be able to get all sort of useful information.

To go to the extreme, if you really wanted to find out how many black haired, blue eyed Goblins were in town, you could find out!

But there is a catch. If you wish to use this system, you must be prepared to have all YOUR character's details put on record for the other players to inspect.

There were one or two things that I though weren't quite right about the rulebook. For a start there is no artwork inside it to make it more appealing. Secondly there is the movement system which leaves a lot to be desired.

Another nice touch is the "character folder". This is yours to keep and again is printed on high quality yellow card and has a neat bit of artwork on the front. You enter all the details of your charcter, including his/her/its description, magic learned, history and equipment.

A start-up package costs £6.00 and future turns are £2.00 each. The character charts cost around 35 per print out.

This game is ideal for those of you who have considered playing a single character P.B.M., but have not yet tried please contact: Anvil Games, The Old Fire Station, Queen St, Godalming, GU7 1BD.

All cheques should be made payable to the company please. If you are one of the first 50 C+VG readers who apply you will receive a free turn.

STAR TROOPER

Talking of new games, **Mitre Games**, one of the leading P.B.M. companies have just launched their new game, **Starship Commander**.

This is a totally computer moderated game and it is aimed at sci-fi fans. You are a captain of a starship flying from planet to planet in search of resources which will enrich your home world and increase its power.

Your home planet is involved in an age-old struggle for domination over a large number of other planets. Each planet is striving for an advantage in either economic or military areas which will boost both status and power.

You are called to the Admiralty, and you are handed a briefing — cunningly disguied as a rulebook — from an admiral who seems familiar. Yes, folks it's universal domination time again!

Your are immediately promoted to Commander and assume control of an X-71 scout ship.

You know that the universe is divided into six time-space areas which are called "shifts" named A to F. Although no fighting takes place in Shift A by unanimous planetwide agreement, fighting takes place in shifts B, C, E, and F, with large fleets of Dreadnoughts or Destroyers locked in combat.

It is your task to travel around in your scout ship, recruiting men and winning resources from various planets, while at the same time building yourself a powerful ship before returning to your homeworld with the minerals and energy resources they so badly need.

The game seems one for fairly experienced P.B.M.ers who enjoy pitting their wits against the computer and are good at analysing printouts. Good diplomacy and tactics would also be an advantage in playing this game.

Set up costs £3.00 and future rounds are a very reasonable £1.00 per time. However any reader who writes to me at C+VG enclosing the logo above will be credited with two FREE turns worth £2.00. If you are interested drop me a line. Please make all cheques and postal orders payable to Mitre Games.





GIZZA ANOTHER JOB!

● **Mitre** inform me that they are looking for another four people to run their games. The pay is not a king's ransom, but job satisfaction is very high. English Language and Literature 'O' Levels would be a help, but are not essential. Good handwriting is! Experience in role playing games would also be an advantage. You would be expected to work in South London. Interested? Then drop me a line care of C+VG and I will pass it on.

CRIME ON THE INCREASE!

The C+VG version of **It's A Crime** is now underway and as I write The Mau Maus are top of the Noteriety Table. Over 3000 potential C+VG Lawbreakers joined the game from all over Europe and the UK and are ready to wage gang war.

The game is still open and as only a couple of turns have taken place it is as good a time to join as any. To get your FREE rulebook, FREE set up and two rounds FOR NOTHING, simply drop me a line with the logo above telling me that you wish to participate and I will do the rest.

Remember the winner gets the C+VG *It's A Crime* trophy, plus a FREE position in another game of *It's A Crime* plus free rulebooks and round in any one of **K.J.C.**'s other three games — *Earthwood*, *Capitol* and *Craisimoff's World*.

WAYNE'S WONDER OFFER

The people at **Spellbinder Games** have come up with a great offer. They are offering.

- A FREE start up
- A FREE rule book
- Three FREE turns

In their most popular game. *Key Of Bled* for the price of an Stamped Self-Addressed envelope.

If you write to me enclosing the logo at the top of the page plus an S.S.A.E. all this can be yours. *Spellbinder* believe in a try-before-you-buy policy and they are so convinced that you are going to like their game they are giving away all the above.

Tribes Of Crane is a game that has been around for a long time. Most of the experienced P.B.M.ers who have been around for a long time have cut their teeth on this game and quite a few of the G.M.s that now run their own games have played it at one time or another.

You are the captain of an inter-stellar Colony ship transporting a 2200 large group of Colonists to a newly discovered and unexplored plant. You are happily travelling along in deep space when your ship receives an S.O.S. from an unkown planet. You decided to go to the rescue.

When you reach the planet your radio and navigation systems go dead. Then your realise that you are being pulled towards the planet by a tractor beam.

You find yourself on the planets surface uninjured but your ship is totally destroyed.

You decide that rescue is unlikely and that you're going to have to try and survive.

NEWS FROM NOVA

● I have news for all **Conquest** players. **Nova Productions** have written to me asking me to inform you that they have assumed control of the game. They, have re-designed certain areas in order to make the game more playable as well as improving the turnaround time. Steve Brunt, who originally conceived *Conquest*, is still running his version of the game, but he is doing this more or less as a hobby. Nova's version of *Conquest* has been running for two months and new players are still welcome. The start up costs £4.00 and consists of two free turns, rulebook and maps, with further rounds costing £1.50 and no hidden extras. Discounts are available when buying orders. Buy £9.00 worth of turns and you get one free turn.

PBM MAILBAG

● Mr M. Felly from Bristo writes to say that "About a year or two ago I bought a P.B.M. called *Starmaster*. After only a couple of rounds I was informed that the game was being wound up. I thought the concept of *Starmaster* was great, could you please inform me if it has ben re-established?"

If my memory serves me correctly *Starmaster* was on of Mitre Games Mega-games that everyone and I mean EVERYONE was playing.

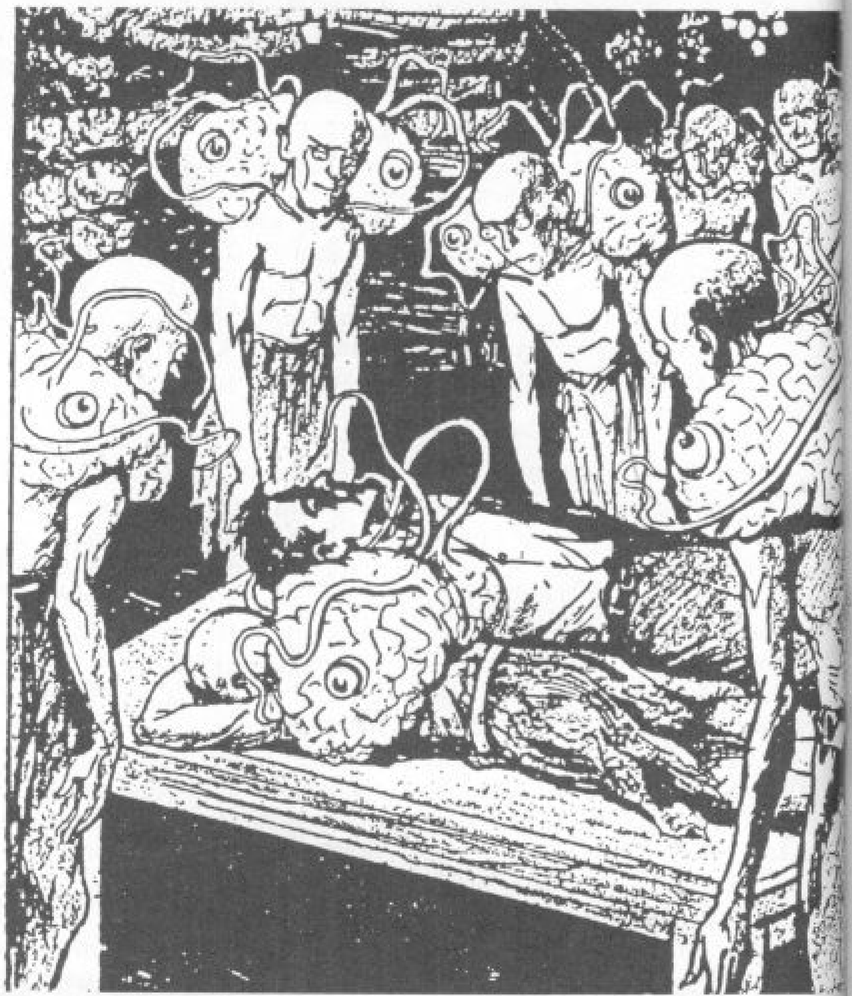
Somebody eventually won the game and quite naturally it came to an end. Everybody was given credit in other Mitre Games or their money back when the winner was announced.

Mitre then withdrew the game from the market to make it even better and easier to run. I'm afraid that you joined a great game too late, Mr Felly. Mitre have told me that they have re-worked *Starmaster* and they are play testing it at the moment and hope to re-release it by early summer 1988.

Urghbash The Orc (is this person for real?) from Kingsbury, London, has scrawled a note on a piece of toilet roll asking me to "Send him some information on P.B.M." Well Urhgbash, just let me know what kind of info you want and I'll send it to you. I ask you

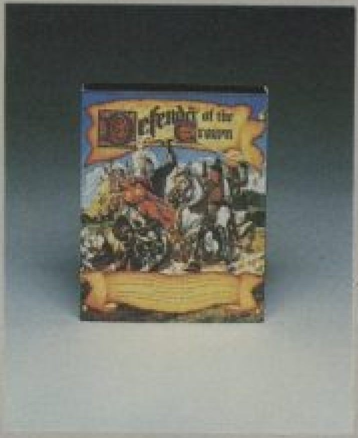
George McFadyen from Orkney wants to know "if it is still possible to get involved in C+VG's resident game **Domination**. The answer is yes. Just write to **Nice Dice Games**, PO Box 11, Carrick Fergus, Country Antrim, N. Ireland BT 38 7TH, and they will send you full details.

That's it for this month. If you are going to the **Personal Computer World Show** at Olympia, London any time between 23/27 September then I will be at the C+VG stall stand, giving away various P.B.M. material, and generaly having a good time. See you there!

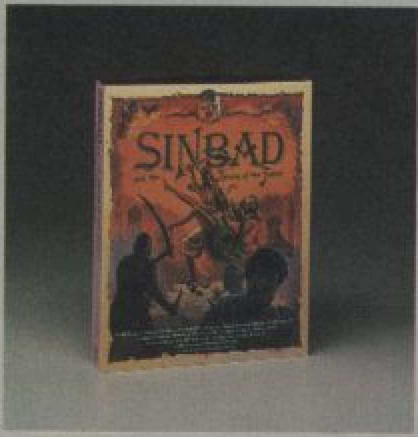


FOR THE AMIGA

STRATEGY SIMULATION — MIRROR Soft — ADVENTURE FANTASY



1



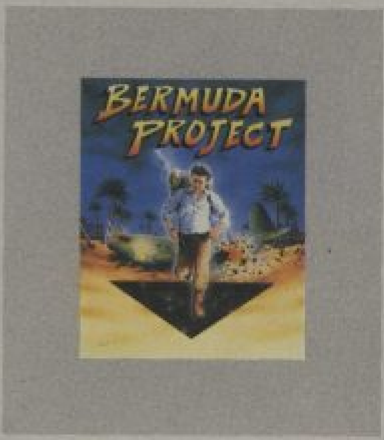
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3



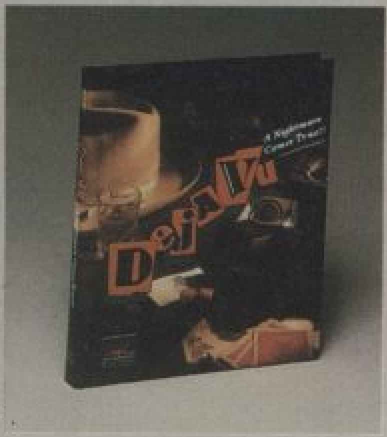
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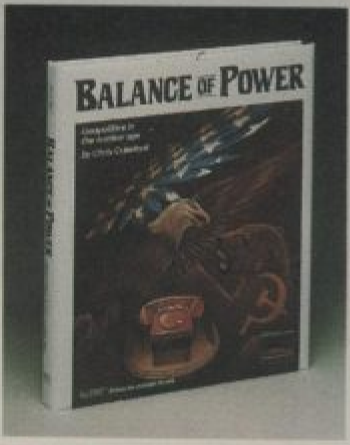
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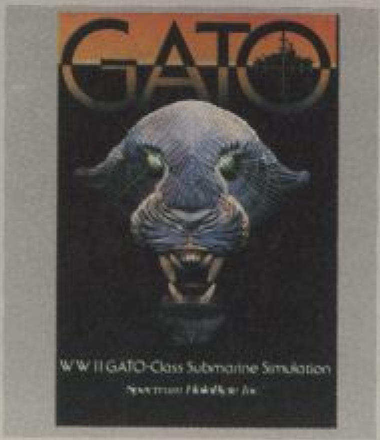
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10

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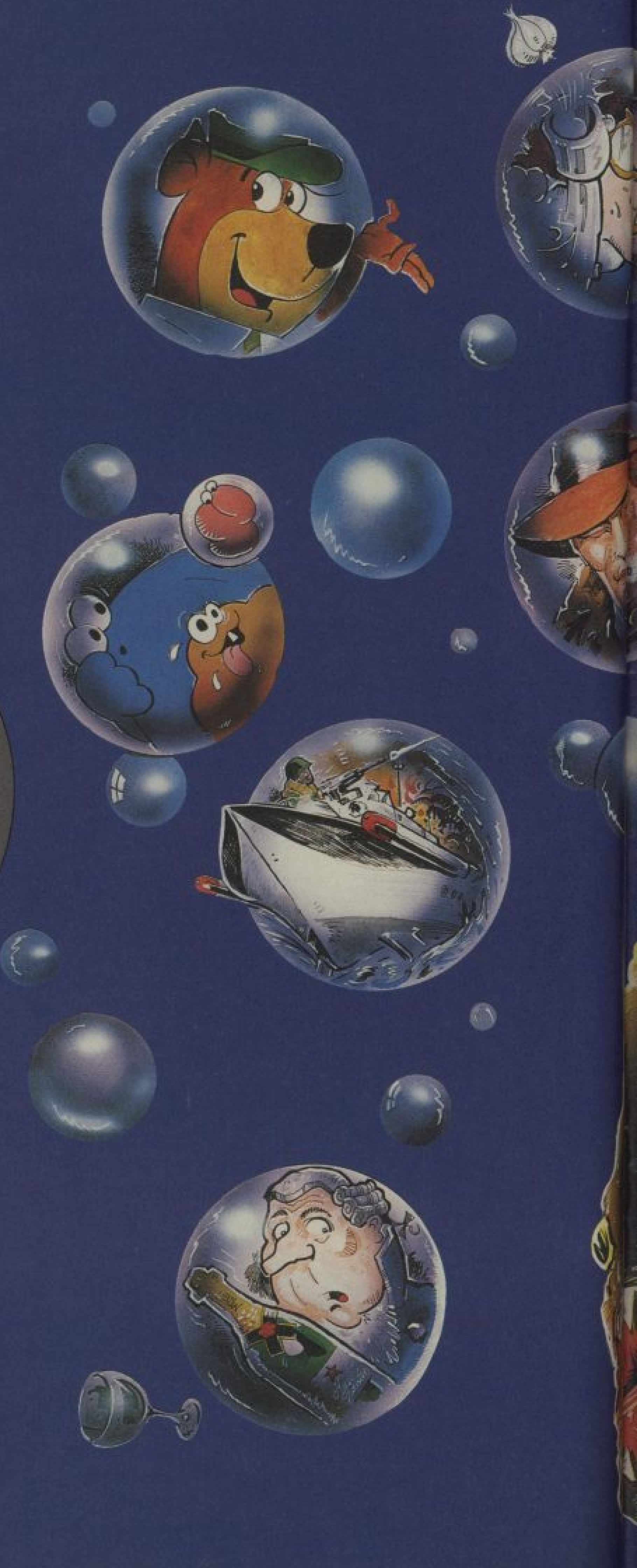
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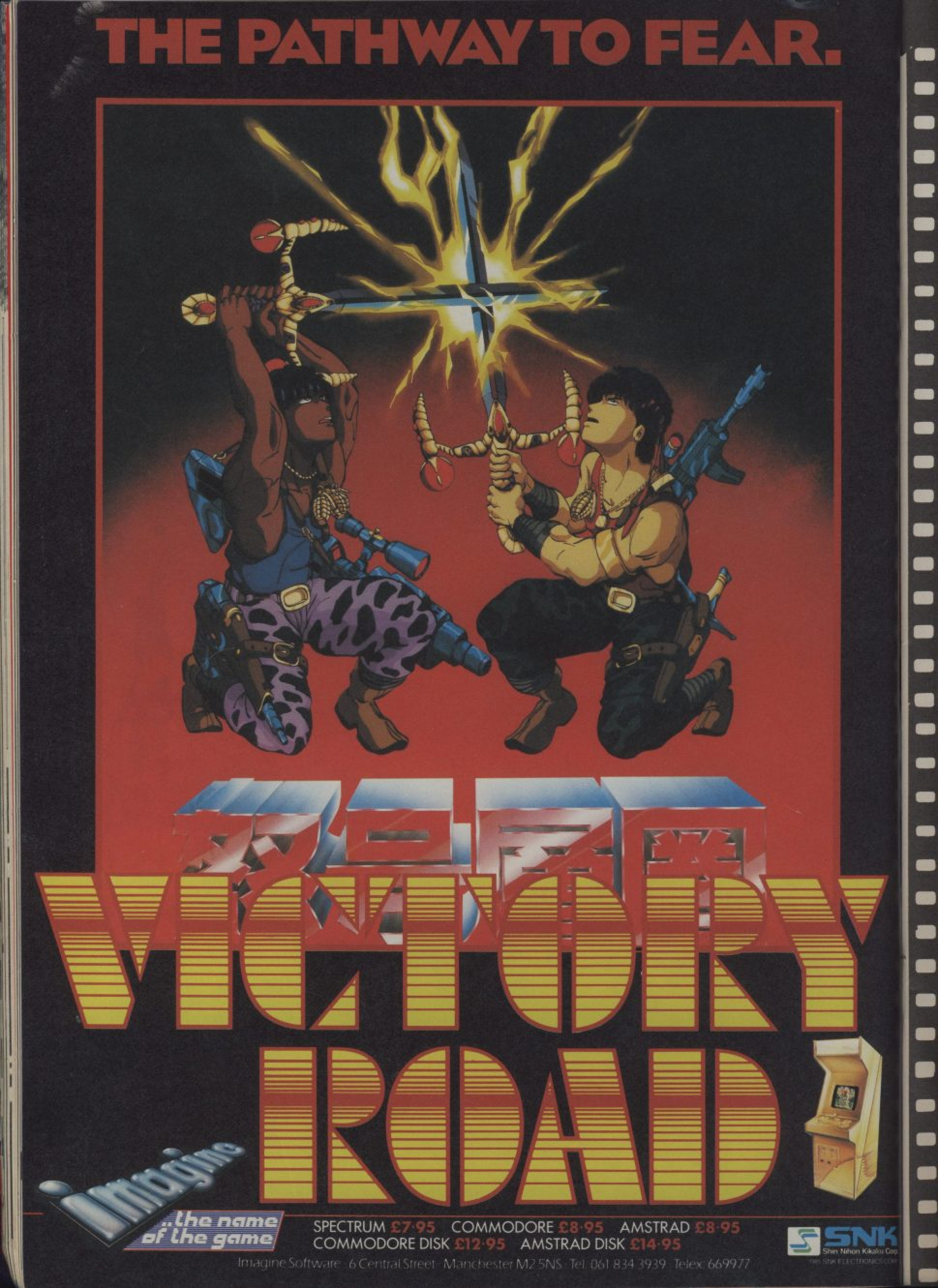
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The Big Screen

HERE WITH A FISTFUL OF THRILLERS, IT'S THE MAN THEY CALL THE UNTOUCHABLE. YES, WARD R. STREET IS ON THE WARPATH ONCE MORE!

Chicago, 1931. A group of journalists surround a sharply dressed man. He replies to their questions with a grin and they laugh. He could be a boxer or a filmstar. He is, in fact, Al Capone!

Capone's corrupt influence spread from speakeasys to the police force itself. Only a man who was pure and determined could hope to crush him, a White Knight who's name was Eliot Ness. His team of hand-picked investigators was known as **The Untouchables**!

Blazing machine guns, brutal murders, shootouts and ambushes — director Brian de Palma has taken the gangbusting 50s TV series and blown it up into big-screen legend to create a classic crime-thriller.

Newcomer Kevin Costner is superb as Ness, facing a corrupt and cynical police force as he battles against the underworld. Sean Connery excels as the streetwise cop who comes to his aid, even if his Irish accent drifts East, towards Scotland! And Robert De Niro immerses himself in the role of Capone, switching form merriment to murder in the twinkle of an eye.

There's an epic struggle as the heroic band take on their larger-than-life nemesis and Ness loses his naivety as he sees his friends murdered. They don't make 'em like this any more, huh? Well, Ward makes it his movie of the month.

Extreme Prejudice (18), on the other hand, is just the sort of thriller they do make all too often. Up to the minute and bloody, it mixes drug dealers, ultra-clean cops and even the elite squad of Vietnam veterans.

Contemporary Texas Ranger Nick Nolte takes on the meanest collection of tough guys ever to match macho against macho along the Tex-Mex border. They're so tough that when one of them sees a scorpion in the desert he lets it crawl into his hand, wander around for a while, then crushes it!

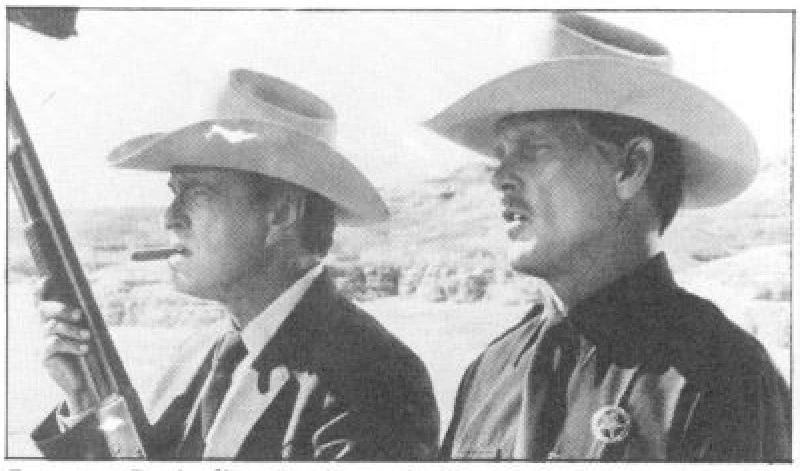
This is all too much for Nick, who has a way of furrowing his brow that suggests a total absence of intellect, so he concentrates on his Mexican girlfriend and her ex-boyfriend and his ex-best pal, Powers Booth, a drug smuggler with a white suit, a helicopter and an army of Mexicans straight out of the **Wild Bunch**.

Eventually everybody is explained to Old Nick — and to us — as one of the Vets announces that he can't get to grips with a world where morality is all confused, so he just loves his country. Ya-hoo!

I must confess an extreme prejudice of my own against movies like this. It has all the political sophistication of a Reaganite A-Team but rather less character.

The same sort of dusty, desert border country bred a more peaceful hero back in 1958, when a 17-year-old called Richard Valenzuela picked up a guitar and became a rock and roll star.

As Richie Valens he crashed the charts three times in eight months, first with the rocker **Come On Let's Go**, then the dreamy **Donna**, and finally his version of the traditional tune which gives the movie its title, **La Bamba** (15).



Extreme Prejudice: Hey boss is that boy readin' *Crash*. Yup, an' if he holds still a while I'll plug him!



The Untouchables starring Sean Connery and Andy Garcia.

Like all good rock 'n' roll legends, Valens came from a poor and troubled background. There was his biking hoodlum brother for example, who grew increasingly jealous as the money poured in. And like all good legends, Valens died young, in the plane crash that killed Buddy Holly and The Big Bopper.

La Bamba is an affectionate telling of his brief life, an incritical bio-pic, which needs more dramatic content. Sure the brother is a no-goodnik, but Ritchie comes over as such a creep, I sided with the biker when it came to the punch up. Rock purists won't be too pleased with the way that all the songs have been re-recorded either.

Eight months, three hits and a plane crash in distinguished company are just not enough to justify this sort of star treatment. What about the corrupt managers, the payola, the darker side of the music biz? **La Bamba**, the record, didn't rock hard enough for my liking — neither does **La Bamba**, the movie!

Let's not give up on the late-50s though, because in **The Big Town** there's much more trouble as teenage dice player Matt Dillon finds out when he joins a gambling syndicate run by Ferguson Edwards and her blind husband.

He's a small town kid, out to make good in the big city by proving that he can shoot craps like no other. Now, despite my wasted youth, I never learnt the arcane rules of the dice but no worry. I guarantee anyone will understand enough to bring them out in a sweat as J.C. rolls the big one.

Breaking the bank is bad enough if you're an upstart from Hicksvillle, but when you mess around with the local mobster's wife as well — brother, you're in trouble. Which is just what J.C. finds out.

If you liked **Colour of**

The Big Screen

Money you'll love this. The cast is superb with Dillon and Tommy Lee Jones, as the gangster, rolling particularly high.

But it's the atmosphere that really sets it off. You can almost smell the sweat in those shady backrooms. **Big Town** isn't the biggest movie of the year — but it may be one of the best.

Don't, whatever happens, confuse **The Big Town** with **The Big Easy** (18). That's slang for the way of life in another big town, New Orleans, where designer cop Remy McSwain treats life like a joke.

So what if the Mafia trashes a few of its own in a private drug war — a smile and a quip will set the investigation underway at its own leisurely pace. But the special prosecutor from the DA's office, Anne Osborne, is investigating police corruption and isn't too happy with Remy's flippant suppositions.

Not that it worries Remy. He turns on women like radios and he soon has career minded Anne squirming in a semi-steamy sex scene. But when he's caught taking a bribe and she has to prosecute him, the big easy is threatened with a long time in jail.

Did I care? Not one bit! Dennis Quaid's McSwain is such an arrogant sonnuva Cajun that I'd have been quite glad to see him go down the river. The script makes him reform eventually, but the turnabout comes too late.



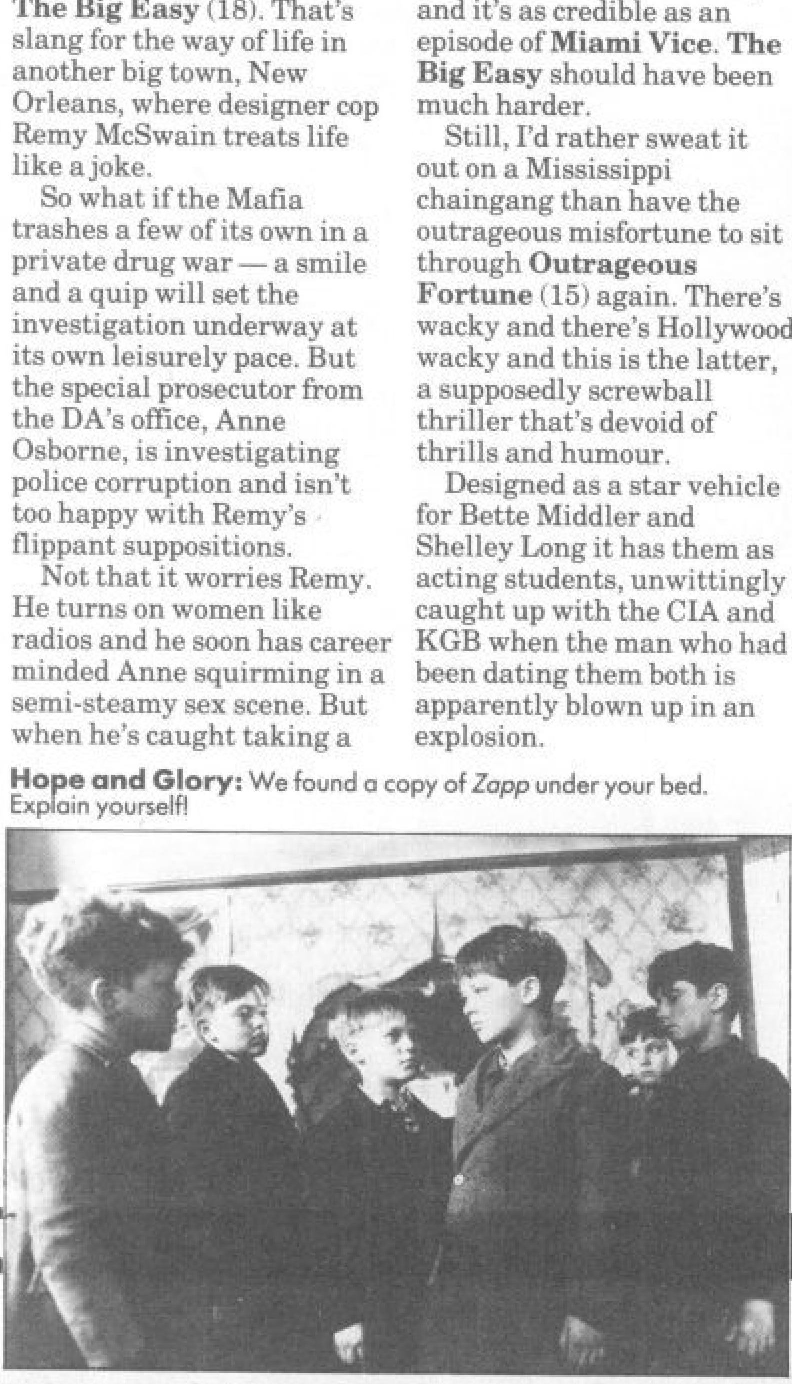
Outrageous Fortune: Now, here's a lovely model, only one careful owner.

McSwain has it all too easy and it's as credible as an episode of **Miami Vice**. **The Big Easy** should have been much harder.

Still, I'd rather sweat it out on a Mississippi chaingang than have the outrageous misfortune to sit through **Outrageous Fortune** (15) again. There's wacky and there's Hollywood wacky and this is the latter, a supposedly screwball thriller that's devoid of thrills and humour.

Designed as a star vehicle for Bette Middler and Shelley Long it has them as acting students, unwittingly caught up with the CIA and KGB when the man who had been dating them both is apparently blown up in an explosion.

Hope and Glory: We found a copy of *Zapp* under your bed. Explain yourself!



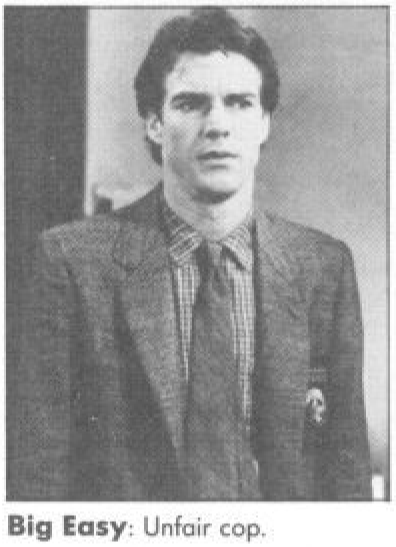


Hellraiser: Smoking can seriously damage your health.

Unluckily for Peter Coyote he's not written out of the script so early, and has to suffer the indignity of a manhunt as the two women track him to New Mexico. Unless you're a fan of either of the stars I'd suggest you make a run for it — far away from this mishmosh!

If you're lucky you may hide out in a cinema where **Hope and Glory** is showing. After the exotic dangers of **The Emerald Forest**, John Boorman has turned to perils of a much more personal nature — his memories of growing up in London during the Blitz.

The movie centres on the Rohan family — dad, who enlists immediately to be given a desk job; mum,



Big Easy: Unfair cop.

bringing up a family single-handed; older sister Dawn who thinks that the war's a great way to further international relations — with a Canadian soldier; younger sister Sue; and Bill, the nine-year-old hero.

For Boorman/Bill, growing up in wartime is very much like growing up at any time, only more of an adventure. Nowadays kids play in shopping precincts; 40 years ago they played on bombsites. A Spitfire fights a dogfight above the street; a barrage balloon breaks free; eventualy the family is forced to evacuate to the countryside where the tale takes on a more rural tone, but it's no more peaceful, thanks to an irritable old grandfather.

Hope and Glory is a gentle movie but it's never nostalgic. Boorman views history with a sharp eye. However, he does find much that's hysterically funny in episodes that made up his war and they're sure to hit home with anybody who's ever been young. A great British film which sees great events in a personal light.

Clive Barker's **Hellraiser** (18) was made in London too, though it tries hard to pretend it's New York. It fails! In fact, apart from some very grisly effects, it's difficult to imagine much being spent on this movie at all.

The plot's as silly as you could hope for — a magic box which summons up sensual demons who take your very soul beyond the limits of sensation. It even vaguely resembles two recent horrors, **Evil Dead II** and **From Beyond**.

We've all seen it before and I, for one, don't particularly want to be reminded of those bad-old-days of schlock. Hellraiser . . . no, it merely raised a groan.

And this is Prince Charles. . .



S·T·A·R·F·O·X



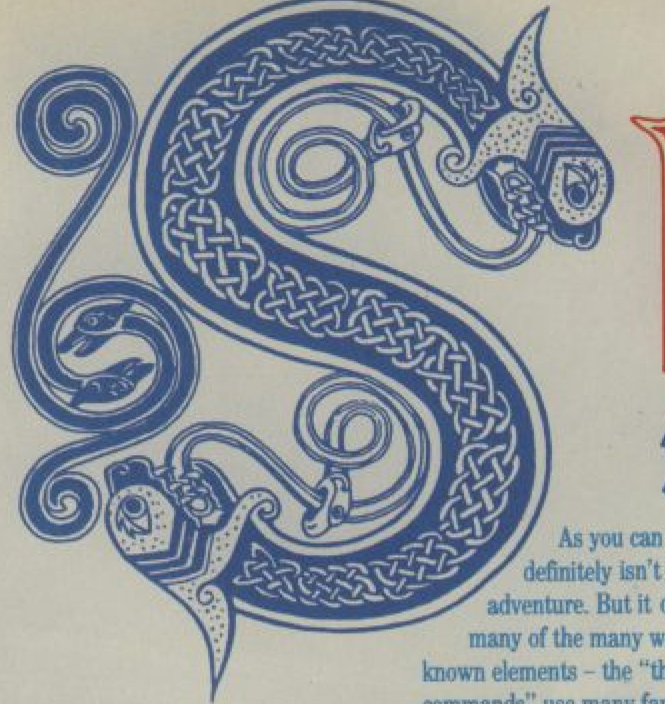
The eight planets of the Hyturian System are under attack by multitudinous, swarming, hordes of odious Star Thugs. There is but one hope. STARFOX. The most advanced fighting machine ever built. Unfortunately, so long is it since war raged within the System that all the old figher pilots are either senile, bedridden, or dead! What is needed is someone young, brave, and with a lust for action. In short, someone like YOU!!!

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LA

the

Meet Slaine the barbarian – the spiky-topped celt who makes Conan look like a social worker. The cult comic-book anti-hero is heading your way with his trusty axe Brainbiter ready to slay any mean-minded reviewer who doesn't like his game! So we'd better tell you all about it before things start getting nasty...

Slaine is the latest character from *2000AD*, everyone's favourite comic, to get the computer treatment. And here at C+VG we reckon it's the best yet – after *Nemisis* anyway.

Strangely enough **Slaine** comes from the very same company who brought you *Nemisis* – **Martech**. But this new game is unlike anything you've seen before. It's a hybrid – not quite an adventure, not an arcade game, and definitely not an arcade adventure.

In fact the programming team behind *Slaine*, called **Creative Reality**, get REALLY upset if you even say the word adventure in the same breath as their game. In fact it almost brings on a warp-spasm. Lucky for us they were all wearing a hero-harness!

Meanwhile, back to the game. It uses a brand new system which the *Creative Reality* team have called **REFLEX**, which we'll tell you about later. But first the plot.

If you know the comic you'll know that Slaine inhabits a mysterious and barbaric world – based on celtic myths and legends. In the game Slaine and his cunning, cowardly sidekick Ukko the Dwarf are searching for the name of the inhabitant of an unmarked grave.

This quest soon becomes a series of quests as Slaine has to unravel more puzzles connected with Elementals of Earth, Air, Fiure and Water. He also has to rescue a damsel in distress from a high tower and battle horrible monsters before the final frightening conflict.

All this and more happens in this epic action packed game – and YOU are Slaine. Making all the decisions, making all the moves, and making sure you survive!

You have to act as fast as you think in order to get through unscathed – and that's where the new *REFLEX* system comes in.

Look at the screen shots and you'll see that the screen is divided into two – the left hand side shows you the action in spectacular comic style graphics – which appear in overlapping windows at the action progresses.

The right hand consists of another window which represents Slaine's mind. You'll see random thoughts scrolling across which you have to grab using the Slaine "hand" cursor.

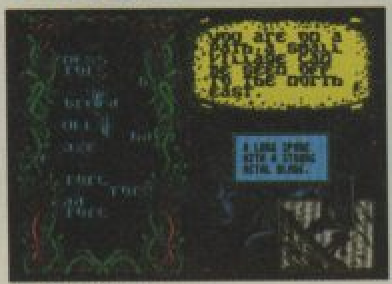
As you can see the game definitely isn't a traditional adventure. But it does include many of the many well known elements – the "thought commands" use many familiar adventure type words.

But there's none of the irritating searching for the correct word which often upsets even the most experienced adventurer. But the system does need quick wits and, you've guesed already, reflexes.

With skill and patience the player can build up commands using the "grabbing" technique. So Slaine can MOVE-NORTH, GET-MONEY, DRINK-BEER and so on. Like a regular adventure you can examine objects, and pick up and drop things.



▲ Warp spasm



▲ Spectrum



▲ New style of adventuring



AINE

Preview

In fact the game contains 100 verbs and 80 objects.

As you move, or examine, or indulge in a warp-spasm, graphic windows show the action in intricate detail.

Could Slaine create a whole new style of adventuring? Maybe. But one thing is fore sure, you haven't seen the last of *REFLEX*, *Creative Reality* or Slaine the King!

THE PROGRAMMERS

Creative Reality are Jas Austin (Spectrum), Neil Dodwell (Amstrad), Michael Archer (C64) and Dave Dew on graphics. Jas and Dave came up with the REFLEX system which took them three months to perfect.

Said Jas: "We wanted to create a completely new system, something removed from both adventure and arcade. We reckon that the REFLEX system is a lot easier to play than a regular adventure, but contains as many words."

Right now the team are working on a new project for the Amiga. Prepare Anything could happen in the next 12 months!

THE COMIC

Slaine is the brainchild of top comic author **Pat Mills**, who based his character on myths and legends from the golden age of the Celts and the mystic land of Tir Nan Og, the Land of the Young.

The comic has been drawn by several artists including **Mike McMahon, Bellardinelli**, Pat's wife **Angela** and, currently, by **Glenn Fabry**– who created this issue's Slaine cover and the inside illustration. Pat Mills reckon's that Glenn has captured the spirit of his celtic hero. You can see Glenn's work in the second Slaine comic compilation available from Titan Books at a bargain £4.50. The first Slaine book is also still available plus the Slaine role-playing game book. But you could always try winning some Slaine goodies in our well-warped competition.



▲ Creative reality

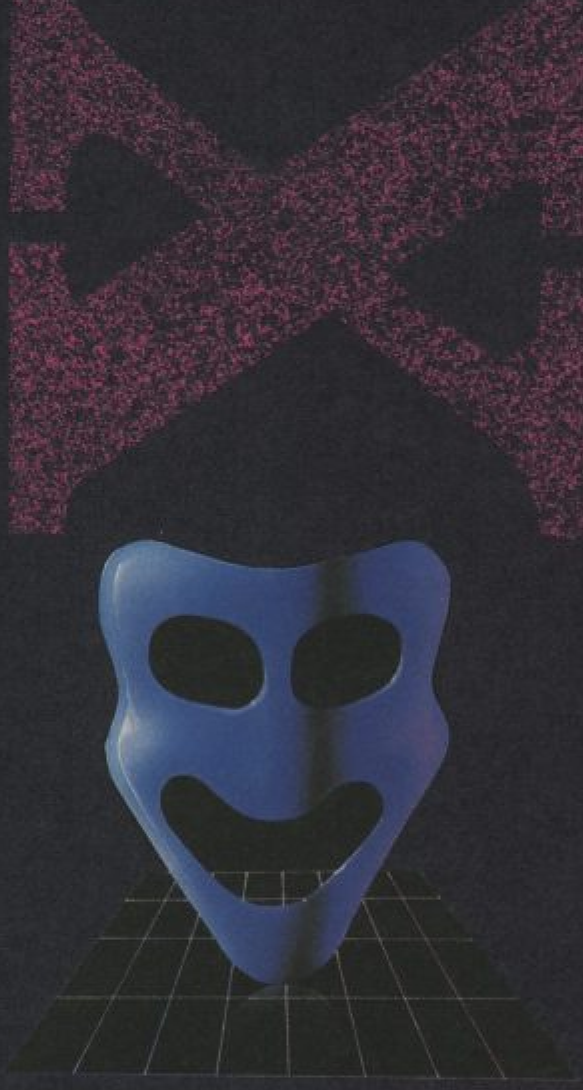


▲ Kiss my axe





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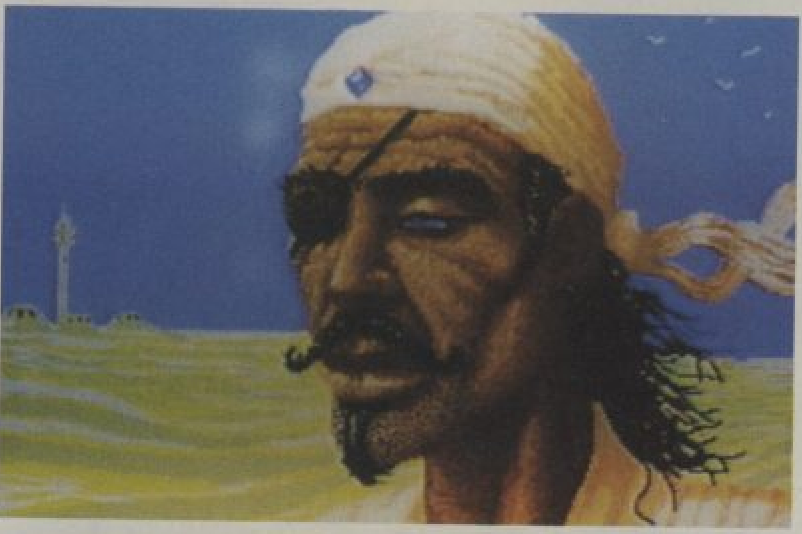
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Previews

Ancient Mariner



A lost ship. A lost soul. A lost love. Prepare to sail beyond the edge of darkness. Welcome to the swash-buckling world of the *Ancient Mariner*, a world of romance, pirates, gold, death and danger.

Ancient Mariner promises to be one of the most dramatic and impressive games being programmed for the Atari ST and Commodore Amiga.

These impressive screen shots — exclusive to *Computer + Video Games* — are taken from the ST and it is hoped that a working demo of the first part of the game will be at the PCW Show this September. So if you're planning a visit to the show remember to check it out. You won't be disappointed.

The team behind the game — Systems Architects — are a new name to the games scene. They are best known for producing Mirrorsoft's *Three Little Pigs* demo using *Film Director*.

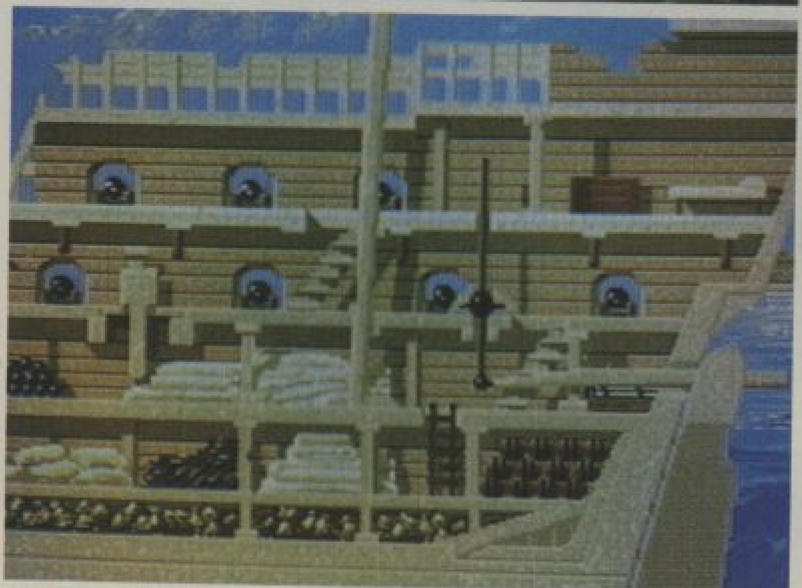
Ancient Mariner will be a huge, sprawling game. At present it is intended to release it in three volumes with each volume containing three disks.

You play the part of the 16th Century seadog who must sail the world, fighting, brawling, doing business deals and eventually rescue his lost love.









It's very hard to classify *Ancient Mariner*. It will contain play that will appeal to the traditional adventure game player as well as combining arcade action and fight sequences.

Systems Architects are making some proud boasts about the animation for the fight sequences, claiming it will be superior to that in *Defender of the Crown*, matching the realism Palace Software produced in *Barbarian – The Ultimate Warrior*.

News

■ When is an Atari ST *not* an Atari ST? When it becomes an IBM-PC! Incredible as it sounds, **PC-Ditto** needs only 40 seconds or so of disk-spinning to turn Sam Tramiel's 16-bit baby into a near perfect emulation of an IBM. Just load the program in the ST the usual way, and wait for the confirmation screen.

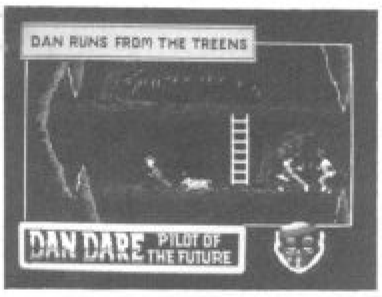
Now it's time to place an MS-DOS disk into the drive, and if you've got it on a 3½ inch disk — just pop it in. Otherwise, use a 5¼ inch floppy drive attached as Drive: B (one source of this is the I.B. disk drive). Within moments, the familiar IBM a) prompt will appear.

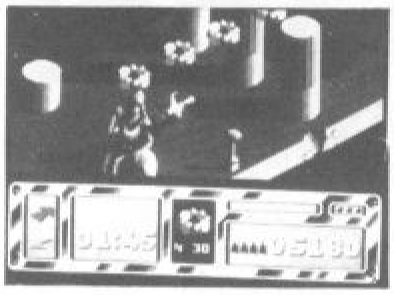
Now just go ahead and use your IBM, and that includes using that Hard Disk as well. Text will be 80 columns of easy readability, and it's only with graphics where things seem to be moving a tad slow (about 20 per cent). Pretty nifty, eh?

Product information:
PC-Ditto,
Avant-Garde Systems,
381 Pablo Point Drive,
Jacksonville,
Florida 32225.
Retails in U.S. for $89.95.

I.B. Drive:
I.B. Computers,
1519 SW Marlow Avenue,
Portland,
Oregon 97225.
Retails in U.S. for $300.000.

■ After predicting that **Dan Dare: Pilot of the Future** will be making a landing on the ST very soon, news filters from **Virgin** that the game will not be released until next year. However they will be releasing **Deluxe Scrabble** soon.

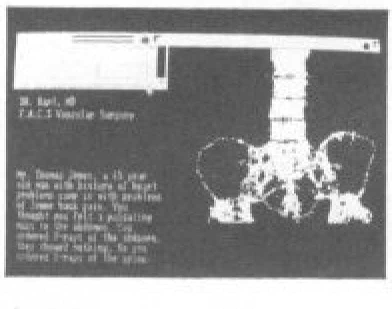




■ **Leviathan, English Software's** ace space blast 'em up is set to explode on your ST and Amiga.

It features left and right diagonally scrolling planetscapes, digitised music and continuous sound effects.

Meanwhile ES's pool game inside a cube, **Q-Ball** has been converted for the Amiga. In it you line up shots in three dimensions. There's no gravity, eight pockets, and the ability to rotate the table in 3-D in real time while you make your shot.



■ "Scalpel, nurse. This is a tricky bit. The patient has a ventricular fibrillation — that's an irregular hearbeat. It could prove fatal. It's lucky that I, the world famous Dr Darekill, was around to operate."

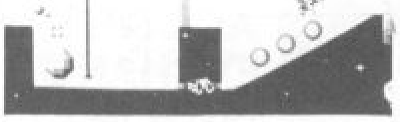
If you've a strong stomach for medical realism — no gory detail is left to the imagination — then a new game out in America, **The Surgeon,** could appeal to you.

The idea is to perform major heart surgery on the unfortunate Mr Jones. You must then carry out the operation as it would be in real-life, using a vast array of medical instruments, constantly monitoring the patients condition.

It's written for **ISM** by a doctor and probably should not be played before you have your dinner.

■ Seeing is believing but will you believe what you see? This is the game to make speed kings drool — **Uridium** on the Amiga.

This is how **Hewson** main man **Andrew Braybook** thinks the game could look. But when and if he finds time to get to grips with the game is not known. But *C+VG's* super spy who snapped these pics thinks it better be soon. What's the point of Commodore making an Amiga if there isn't Uridium to play on it.



■ **Ocean's** first release on the Amiga will be **Wizball** and **Army Moves.**

■ **Mastertronic** are developing no less than 14 titles for the Amiga, including a conversion of the spectrum hit **Feud.** All Mastertronic titles will sell for £9.95.

At the other end of the priceline, Melbourne are producing new B52-Amiga arcade games for the home Amiga's. The first two titles would be the classics **Rockford** (Boulderdash) and the much talked about **Road Wars.** Both titles will sell for £24.95.

■ **Cascade's Ace** flight and fight simulation was reckoned to be about the tops in its class. Now there's **Ace 2** and it's going to make your Atari ST soar.

Ace 2 is real time two player air combat featuring high speed dogfights, missile attacks, warning sequence, artificial intelligence, mutli-level play; **Rob Hubbard** did the soundtrack. **Ace 2** will cost £19.95 and should be available by Christmas.

■ The **Merseyside Atari Club** has launched a new ST section on ClubSpot 810 on Prestel.

Called **ST Online,** it aims to cover most aspects of the ST World, including reviews, news, games, tips, helpline, letters, beginner's and business section.

ST Online should be open by the time you read this and can be found on page 810428 of Prestel.

A fanzine will be launched to run in conjunction with the Prestel section called **ST Offline.**

■ Stand by for these new titles heading our way from the good old U.S. of A during the remainder of this year.

Kings Quest III: Sierra adv.
Match Point Michtron/Microdeal (sport).
Shadow World: Michtron/ Microdeal.
Rings of Triton: Michtron/ Microdeal.
World Karate Championships: Epyx (sport).
Space Snatchers/Aratoom: Sierra.
Leisure Suit Larry: Sierra.
Police Quest: Sierra.
Thexder: Sierra.
221 Baker Street: Datasoft/ US Gold.
Frank'n Ernest Adventure Polarware.
Guitar Wizzard: Baudiville.
Rainy Day Games: Baudiville.
Video Vegas: Baudiville.
Rings of Zilfin: Strategic Simulations.
High Roller: Mindscape.
Three Stooges: Master Designer Software.
Astrologer: Antic/Electric.
Breakers: Broderbund.
Diablo: Classic Image.
Electro-Solitaire & 21: Solftlogik Corp.
Spiderman: Adventure International.
Questprobe: Adventure International.

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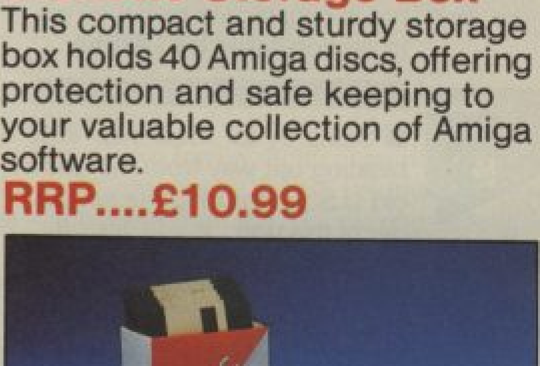
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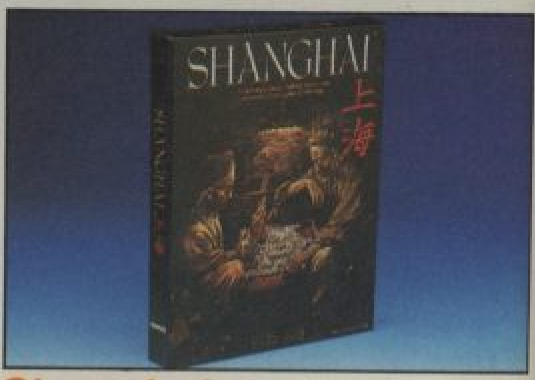




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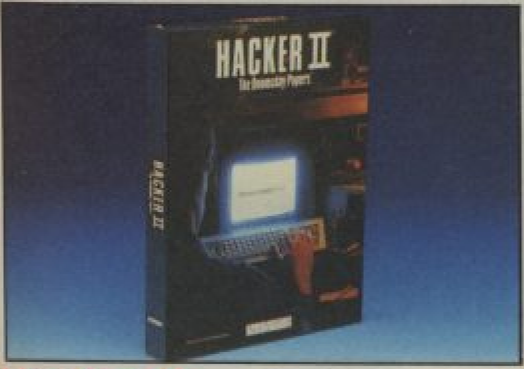
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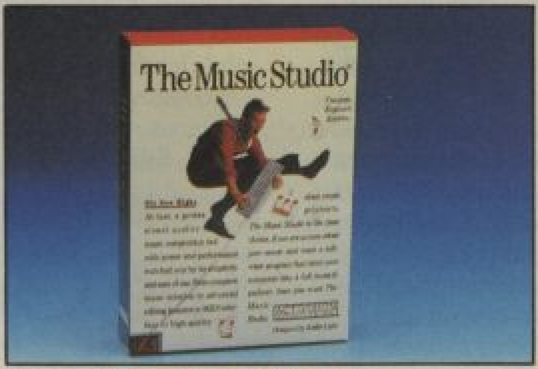
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The French Con

the A team

Company Profile

Started four years ago by Bruno Bonnell and Christophe Sapet, Infogrames, with its distinctive multi-coloured Armadillo logo, has emerged as one of Europe's leading developers of 16-bit entertainment software.

Catherine Pasquiers, responsible for developing the companies foreign markets, explained about the Armadillo!

"Bruno and Christophe chose the Armadillo because it's an animal that's been around for a long time and has adpated itself to cope with each new change in the environment. Infogrames is here to stay and we will always adapt our products to give the market what it wants."

Their first product was called *The Basic Cube*, a beginners Basic course for the Thomson computer, packaged in a cube shaped box. The Thomson is still the most popular machine in France, with at least one in every school, similar to the BBC in the UK.

To begin with, Infogrames concentrated on the domestic French market. Within two years they had 30 staff and were established as one of the leaders in their field. It was now time to look at converting their games to other systems for foreign consumption.

Apart from its own products, it also publishes everything produced by two other French developers, Ere Informatique *Get Dexter/Macadam Bumper)* and Cobra-Soft *(Murder on the Atlantic)*.

Although the company has international agreements with companies in most of the world's leading markets, they wanted to set up their own subsidiary in the UK.

"We see England as our number one European market. But it's also a little crazy with a lot of companies all fighting each other and dropping their prices every five minutes.

"But the English market leads the French one, so we needed immediate feedback in order to be able to satisfy the needs of the British market, and be ahead of the game back in France," Catherine explained.



David Crossweller heads Infogrames UK. David has been in the industry for some years, at one time running his own business specialising in public relations for computer games companies.

Infogrames now employ around 100 people working on everything from Minitel — the French equivalent of Prestel — to artificial intelligence research.

They also have an interest in an educational development house, formed by ex-Infogrames employees, and a domestic distribution company called Cable, jointly owned with a number of other French companies. Then of course, there's the games. Lots and lots of games!

Infogrames currently employ 30 programmers, a very talented musician called Charles Callet, four graphic artists, including Josiane Girard who designed the graphics for *Prohibition*, and four project managers, including Daniel Charpy who was responsible for *Passengers on the Wind*.

Daniel explains how the games are developed:

"Initially, many of our game ideas came from the programmers themselves. Now we have two marketing people who advise us as to what kind of games are selling and what kind of presentation and feel are most popular at the moment. It is also their job to come up with scenarios, or go after film, book, or comic licences," said Catherine.

"Each game is developed by groups of between two and five people. We are installing a networked, multi-user development system based on the 3808 chip. Each programmer will have a PC XT, as a terminal with which he can tap into the central library of tools, algorithms etc."

"Although, historically we have developed all our graphics on the Thomson, we're turning to the ST for future graphics development, and have created a set of tools to allow ST graphics and animation data to be easily ported to other machines," she added.

When the company's output was primarily for the French domestic market, almost every Infogrames title was produced solely for the Thomson.

Nowadays, their target machines range from the Amiga, the ST, and the PC, to the MSX, Amstrad, Commodore 64, and sometimes the Spectrum.

"Infogrames works closely with hardware manufacturers. This obviously has benefits in terms of getting new technology, but we also produce specific versions of some of our games especially for certain manufacturers.

"We try to develop as much as we can in 'C', making the code as portable as possible, although anything requiring fast animation or other graphical processing, such as *Prohibition*, has to be written in machine code as C just isn't fast enough."

"Outside programmers are often contracted to do conversion work for us, as we prefer to spend the majority of our time working on new projects rather than converting existing ones."

Past Infogrames products include *Mandragore*, *Vera Cruz*, *The Sydney Affair* and *Heritage*. If you notice a distinct bias towards adventure games it's because many of Infogrames programmers prefer playing and writing this kind of game. However, they have always tried to do something a little different with each title, either in the design or with the packaging.

The Games

So what are the Gallic geniuses dreaming up at the moment? Well between their own titles, and new ones due from Cobra-soft and Ere Informatique, Infogrames will have a whole sack of goodies lined up for the Autumn and Christmas. You may even be able to get your sweaty little palms on some of them right now!



Already available, or due out any day are *T.N.T.*, a

nection

France has always been renown for its superb bread, wines, and cheeses, but has never been thought of as one of the major powers in games programming . . . but all that may be about to change! Direct from the heart of the Beaujolais region DAVID BISHOP sends this report on Infogrames, one of the most successful and creative software developers and publishers in France.

Commando style, vertically scrolling shooter for one or two players, and eight-bit versions of the excellent *Prohibition (See ST feature in June C+VG for full review).*

Released already for the C64, and due out in September on ST, Amiga, and PC, *The Three Musketeers* is a superior looking graphics adventure featuring Artos and Co. in a romp around "Olde England".

The 16 bit versions of this four-part swash-buckler, feature 80 locations with amazingly high quality digitised pictures of such scenes as the rooftops of Dover.

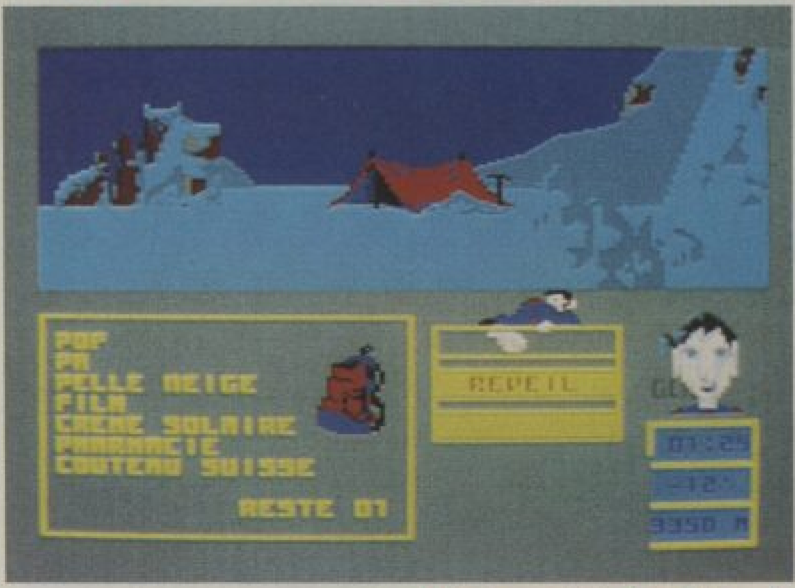
Just when you thought Infogrames were only ever going to release adventures, along come two highly polished sport/activity programmes to tempt those of you who prefer the great outdoors.

Precipice, is an alpine climbing simulation, and *Waterski World Championships* — it's current working title only — are both due for launch in October.

Although you may be forgiven for thinking it would be impossible to make interesting and playable games around such subjects, Infogrames have come up with two highly original games.

Precipice puts you in charge of an expedition to climb an Alpine mountain, loosely based on a peak in the Mont Blanc region. Having chosen from the ten possible routes to the summit, and in which season you wish to make your attempt, you must select from 80 objects, those you think will be most needed during your assault on the peak.









Of course, your rucksack can only hold a certain weight of equipment, each piece having its own specific weight. So choose carefully or risk dying of exposure clinging to some inhospitable Alpine rock face, or running out of food just when the peak was yours for the taking.

The route you have chosen and the time of year, will affect what climbing and weather conditions you will encounter. It is therefore imperative you appreciate these differences when packing your rucksack. Each piece of equipment has a specific weight, and your rucksack can only hold a certain total weight of kit.

Once you begin your climb, you will have to perform a whole range of tasks and movements, such as jumping over crevices and using the pick to make safe footholds, or test the ground in front of you with a quick prod — provided you have bought along a pick that is!

The screen is divided into various sections including your rucksack and contents, moving hand and feet icons, and a graphic of your face wearing alpine sunglasses whose reflection shows the next part of the mountain to be encountered.

There is so much in this game it would take a couple of pages to mention everything. Suffice it to say that *Precipice* is a very playable, graphically impressive, icon and joystick driven game that will appeal to anyone interested in climbing.

With the *Waterskiing World Championships* being held at Thorpe Park this September, there should be a lot of interest in this most exhilarating of watersports.

Again, this sport has been given the Infogrames treatment resulting in a three-part arcade game covering the three disciplines of slalom, jump and freestyle.

Each discipline is presented in a different way, giving the game plenty of variation.

In the slalom, you have a skiers-eye view of the buoys you must ski round. A successful pass qualifies you for another run, only this time the rope length is shortened making things much trickier.

In the jump section of the game, seen from an elevated view, you must guide your skier onto the ramp, hitting it at the fastest possible speed. Once airborn, you must keep him at the right angle for landing.

In the freestyle discipline you must make as many 180, or 360 degree spins and jumps across the boat's wake as you can without falling over.

The action is viewed from inside the towing boat, although another window shows your skier as seen from the shore.

In November and December we should see yet more games emerging from the Infogrames stable, including one based on the cult comic character, *Tin Tin*.

The French Connection

Due later this month are *Passengers on the Wind II*, *L'affair*, and *Sidewalk*.

POTW II is a graphically intensive adventure similar in style to the original, but with a brand new series of episodes, and some new features.

As with *POTW I*, the sequel is based on the famous French comic book series of the same name. The game tries to reproduce the format and appearance of the original books, while taking advantage of the computers added flexibility.

Some people, especially hardened adventurers found *POTW I* a little odd or difficult to use. Many were also upset having reached the end of the game without, apparently, having achieved anything.

As it turned out, not getting a specific letter at one point in the game was enough to guarantee your failure, even though you weren't aware of it at the time.

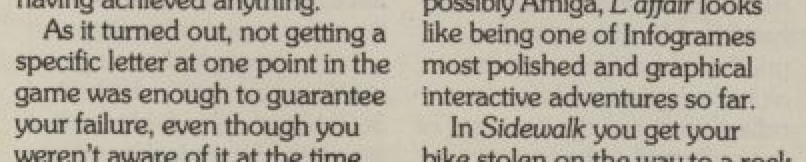
Catherine explains: "In *POTW II*, you'll soon know if you've gone wrong as a wise man appears at the end of each episode and asks you a question. You must then work out which of the handful of characters you control, should answer the question. If you choose correctly, and the answere given is correct, you can go on to the next section. If not, you know you have missed something."

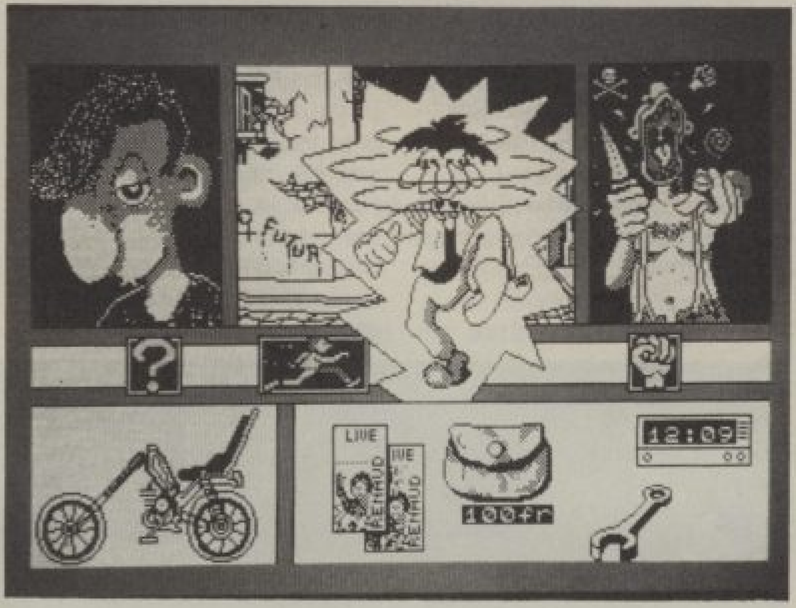
Latest in their detective mystery series, *L'affair* is a graphical adventure set in western Europe. You've been framed for a crime you didn't commit so obviously you want to find out who wants you behind bars.

The game features many high-res pics of various European cities.

By moving a cursor around each screen, you can talk to different characters in each city, while, at the same time being treated to digitised pictures of their faces.







Available late September or early October on ST, PC, and possibly Amiga, *L'affair* looks like being one of Infogrames most polished and graphical interactive adventures so far.

In *Sidewalk* you get your bike stolen on the way to a rock concert. Due out in September, and loosely based on a famous French song and movie, the game involves your search for all the different parts of your bike and features superb black and white graphics, in true comic-book style. In the UK proceeds from the game will be used to support the Band-Aid Trust.

The screen is split into five sections or windows, each used for different aspects of the game, from movement within a location to interaction with other characters in the game, and assembling the parts of your bike that you've already found. You will also need to have found various spanners, and screw-drivers to be able to assemble the bike!

With its elegant combination of arcade adventure and adventure elements, and show-stopping graphics, this easy to use, icon driven game looks set to be a big hit over here on ST, Amiga, and PC, as well as the three main eight-bit machines.

Also on the way are *Prohibition II*, *Get Dexter II*, *Stryfe, II*, and *Pigalle*, a graphic adventure set in Paris.

Watch out also for an Amiga mega-game called *Captain Blood*. Expected early next year, *Captain Blood* has been two years in the making and promises to set new standards in Amiga entertainment.

Looking further into the future, Daniel Charpy seems to have a very clear view as to where the market and Infogrames are heading:

"The 16 bit machines will have completely taken over within three years. The ST will have the Lions' share of things during the rest of 87 and most of 88. But the Amiga, or its son or grandson will come back into contention by late '88 or early '89."

"Infogrames will also be involved in interactive compact disc technology with either Thomson or Phillips. Using CD technology, we will be able to make bigger and better products, with far greater depth and meg after meg of digitised graphics. Our job will become more like that of a film director rather than a games programmer."

"Because there are so few different types of game, the user-interface becomes very important. We are constantly looking for new and original ways of presenting our games to the public either with new methods of play or with interesting packaging.

With the products we have under development now, and the ideas we have for the future, I think Infogrames will be around for a long time to come."

If the evidence of Infogrames current batch of new releases is anything to go by, they will be a major force in the not too distant future.

How refreshing to see creativity and imagination alive and kicking in an industry so often knocked for its blinkered, inward-looking approach to software development.

The Pawn

the A team

Magnetic Scrolls

Once upon a time (to coin a phrase) there was an ambitious woman, a bright bloke, a new 16-bit computer called the QL, another equally bright bloke, and a nifty little parser.

The two blokes, Ken Gordon and Hugh Steers, both wanted to use Hugh's newly developed parser to produce the definitive adventure game for the newly released Sinclair QL.

The woman, a mental over-achiever called Anita Sinclair, also wanted to exploit the exciting new potential offered by the infant QL.



However Anita's plans were to produce arcade games for the new machine, because they could be finished relatively quickly, thus enacting the sound of approaching dosh this year rather than next.

In the end, Ken and Hugh won, and Magnetic Scrolls and *The Pawn* were born.

The QL version of *The Pawn* didn't have any graphics, but contained the same parser as found in later versions.

Now, four years, countless awards, and thirty man-years on, Anita looks back with a mixture of nostalgia and disatisfaction.

"The original release date was October '84, but the first shipments weren't despatched until September '85. Unfortunately Sinclair Reseach did a pitiful selling job on the original *Pawn*, it deserved better. In fact we've sold more for the Spectrum 128K then they ever managed to ship for the QL."

Not long after this, Magnetic Scrolls signed an agreement with the newly formed Rainbird Software — a branch of Telecomsoft. The first version of *The Pawn*, to come out through Rainbird, was for the Atari ST.

At the time, the ST was still a novelty machine that nobody had got to grips with. Consequently, everyone who had an ST wanted to see what their machine could do.

The graphics featured in *The Pawn* showed them! Many became adventure converts as a result.

Apart from the impressive graphics, *The Pawn* is also a classy adventure incorporating possibly the world's most powerful and flexible parser.

This, combined with the memorable packaging, had punters rushing to get their hands on one of those shiny blue boxes.

"There's no doubt that the ST version really established *The Pawn*. Before that it was just another adventure. And the reason the ST version caused such a stir was primarily because of the graphics and the parser. The adventure itself hadn't really changed from the QL version," says Anita.

The Pawn has now delighted and frustrated the owners of many different makes of computer from the Apple Macintosh to the Spectrum 128. And Magnetic Scrolls are now widely regarded as England's answer to the mighty Infocom.

"I make no secret of my admiration for Infocom, I know many of their authors and they're a great bunch. But we deliberately try to differentiate our products from theirs," Anita explains.

The company's second adventure, *The Guild of Thieves*, was released about four months ago, and is already attracting the kind of cudos lavished on *The Pawn*.

Compared with it's predecessor, *Guild* is a more mature, more tightly designed game, with better (trickier!) puzzles. How did it all come together?

"An excellent writer, Rob Steggles, did the original script. He's a fun-loving, outgoing kind of guy who could write a fantasy game every day of the week.

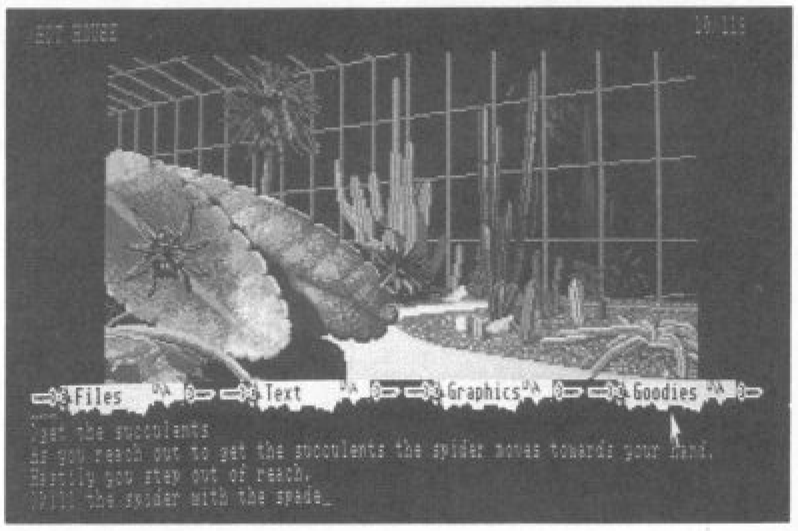


"At the time, we were still finishing off *The Pawn* so nobody took much notice of what he was doing. The only brief we gave him was that it would be nice to do a get the treasures type of adventure, and we wanted to keep character interaction, in the game, to a minimum. People don't always like talking to other characters in an adventure, or if they do, they're often not quite sure what to do with them."

The original script is split into a number of sections.

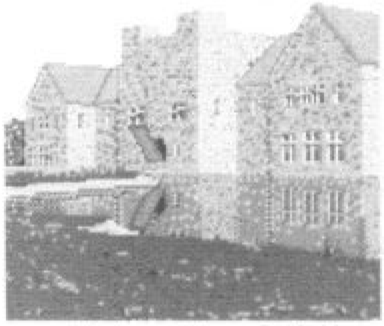
Firstly, every object is identified and given a unique program name. Then all locations are named and given an initial states flag where appropriate. An initial states object or person is something or someone you see only once the first time you enter a specific location. For example, the old man dragging the trunk. If you revisit the same location a second time, the old man will be gone.

The next section of the script



Shop

Magnetic Scrolls are the UK's leading Atari and Amiga adventure authors. Here David Bishop delves into the secrets of the scrolls and comes up with some interesting clues to the next generation of adventure games.



is entitled specials, and deals with all the puzzles in the game — "if you open the golden cage while the bear is still alive he eats you" — that kind of thing.

After specials comes a logic diagram for each character in the game. For example "what would the miller do if you offered him some rat poison?"

Next comes a table of doors and other obstructions. Also listed here is what happens to each door when you try various things such as opening, knocking, trying to unlock it with various keys.

The final, and most bulky, section of Steggles' *Guild* script is the description of each location and what happens there. This forms the basic framework around which all the other information is crafted.

The script took about three months to write and it took the same time again to code the raw information into Fred, Magnetic Scrolls development system.

"Fred turns data from verbose to a manageable form, from a computers point of view. During the coding process we try to think of any little additions that might improve a particular location or puzzle.

"For example, in the first location, you're standing in a boat moored to a jetty by a rope. The script calls for you to jump from the boat to the jetty, but we added the ability to pull on the rope, thus dragging the boat towards the jetty so you don't have to jump."

One of the most impressive of Fred's features is the way he handles objects, each of which is given a set of properties which determine what happens to that object in ANY set of circumstances possible within the game.

Because each object can be given such a detailed profile, Fred can immediately tell which ones can be picked up, broken or put into other containers. This allows for a high level of reality and flexibility when handling objects.

The remaining parts of Fred's huge database contain a "network" showing how and where locations are linked together. There is also a complete list of verbs, synonyms (for example, "drag" is a synonym for "pull"), and scenery nouns (words used to describe objects in a location which can't be productively examined).



So after six months, Scrolls had the bare bones of *The Guild of Theives*. But it lacked atmosphere and felt flat. Now came the time consuming task of putting flesh on the bones.

"We took various bits out at this stage because they didn't really fit or there wasn't room. Sometimes we'd all be a little unhappy with the way a puzzle worked so we'd see if there was a way to jazz it up or add another twist to it.

"At the same time we have to test every situation to make sure there are no logical inconsistencies. This involves us in trying to anticipate what people may try, in order to allow them to have a go, even if it brings them no closer to solving the game," says Anita.

"The testing, debugging, and refining process can take forever but you have to draw the line at some point, otherwise the game would never see the light of day!"

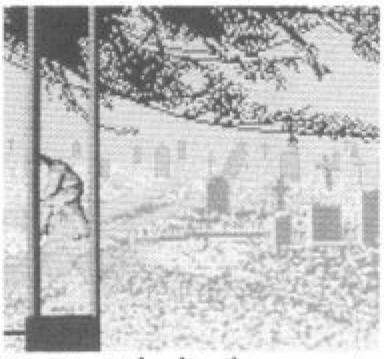
The first release of *Guild* was the culmination of nearly five man years of work, including a year for the graphics. Each machine conversion can take up to another six man months, so producing and releasing a top-notch adventure is not a short process. Consequently, Scrolls are very concerned about what happens to their games once they're finished.

"We did almost all the pack design, artwork, and layout for the *Pawn* and the *Guild!*"

With such an impeccable track record, will it be hard for Scrolls to reach or even surpass their own very high standards in future releases.

Luckily for us, we won't have to wait very long to find out, as their next title, another fantasy adventure, again through Rainbird, is due to be launched at the Personal Computer World show later this month.

Looking ahead, Scrolls are rushing to complete another adventure by the end of the year. Anita has also found some



time to get back to her current pet project entitled *Upon Westminster Bridge*.

"*Westminster* will be the first Scrolls title written by one of us, consequently I think it'll be our best! . . . no seriously it's a departure from games like *The Pawn* and *Guild*, for a start there's no graphics. It won't be ready for another year though!"

"As to the future, well we'd like to get to the stage where we had a "black box" parser which other companies could use in their games — not adventures you understand, but things like a flight simulator you could talk to!

In general, we want to carry on writing adventures but maybe get away from always having rooms, objects, and your persona moving through them," she added.

"It would be nice to try something where other "forces" in the game act according to what you do. Imagine two businessmen going after the same contract. You might try something, he may counteract your efforts by doing something else, and so on. The possibilities are immense and, as yet, largely unexplored."

For those of you who haven't played *The Pawn* or *The Guild Of Thieves* yet, you should, and soon!

But be warned. These adventures can cause withdrawal symptoms.

Faery Tale

▶ MACHINE: AMIGA
▶ SUPPLIER: HABA MARKETING/ MICROILLUSIONS
▶ PRICE: £24.95

As everbody knows, a reviewers lot is not a happy one. I mean, being payed to play games all day and then write about them is no ones idea of fun — right?!

However, from time to time, a little cracker comes along, like a breath of fresh air, breathing new life into an industry much criticized for its lack of imagination and originality. Such a game is *Faery Tale* from Microillusions!

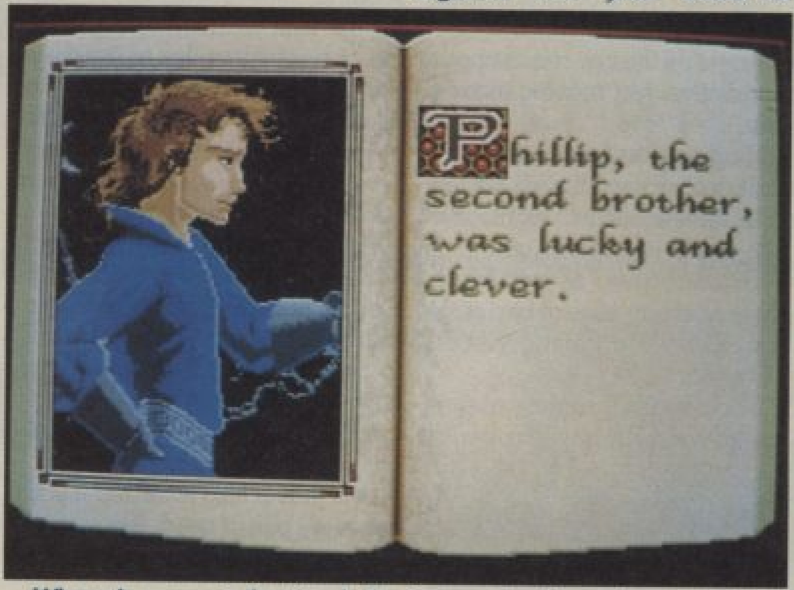
Faery Tale was written in California over six months by programmer, musician, and artist David Joiner, who has created a 17,000 screen magical land complete with underground caverns, mazes, forests, deserts, snow capped mountains, lakes, castles, villages, and even the Astral World — so the packaging promises.

The name of Joiner's land is Holm, and you play the parts of three brothers in their quest to recover a carved Talisman, stolen from their village, Tambry.

The Talisman had been kept sacred by generations, by the villagers, who firmly believed it had the power to protect the village from all evil.

The theft of the Talisman followed a night of strange goings on which started with a dark, hooded, figure floating through the middle of the village. Not far behind this mysterious spectre, marched hoardes of dead corpses and skeletons, all armed with swords and maces.

The ghastly procession halted in the centre of the village and the creatures began performing a hideous ritual which lasted until dawn. When the first villagers ventured out of their houses they discovered the Talisman was missing. And so your quest begins.



When the game is first loaded, you are treated to a graphically sensational picture-book account of the story so far, complete with pages that turn, like some old Hollywood movie.

The game starts with Julian, the first of the brothers, standing outside a wooden hut in Tambry. You only get to play the second and third brothers if and when the first and second ones are killed off.

The top two thirds of the screen are a window looking down onto the immediate area around Julian. The bottom third of the screen is the status area, divided into three sections.

On the left, a scroll contains a commentary on the game together with your levels of bravery, luck, vitality etc. These affect your performance during combat and can be improved by eating and gaining experience in much the say way as with many *Dungeons & Dragons* type games.

In the centre of the status area is the control box, with which you communicate with the game. Here you can instruct Julian to eat, sleep, use magic, or buy, give, pick up, and use any object being carried or within range. You can also talk to other characters in the game and 'look' around, which, when used in the right places, often reveals hidden objects of great importance or value.



The right hand section of the status area is a stone tablet, carved with the eight principle points of the compass. You can make Julian move in the required direction by simply clicking on the relevant part of the compass.

As Julian begins walking around the village, so the screen smoothly follows him, lagging slightly behind, so that, when he stops, the screen scroll continues for a second as it too, slows and gently stops — very neat!

Although the view is essentially plain, the hut where you first encounter Julian, as with all buildings is seen from a slight angle, allowing you to see both the south and east facing walls.

In this case, the south wall has a door which will automatically open if you move Julian towards it.

After a slight, and annoying, pause of about eight seconds for disk access, Julian enters the building where you are given a view "through the roof" onto the proceedings below (If you have the "music" icon switched on, you will notice the music changes as you enter the building, and reverts to the "outside" soundtrack when you go back outside.

Faery Tale, is full of neat touches like the day and night feature. With superb music and digitised sound effects, together with well designed graphics, plenty of characters to meet, both good and evil, and lots of objects to find and use, this first class animated adventure should keep adventure and arcade adventure freaks occupied for ages — highly recommended.

• Graphics	9
• Sound	9
• Value	9
• Playability	9

Reviews

the A team

Road Runner

▶ SUPPLIER: US. GOLD/ ATARI GAMES
▶ PRICE: £24.99
▶ VERSION TESTED: ATARI ST

Everybody has their favourite cartoon characters. For some it's *Tom and Jerry,* others swear by the *Pink Panther,* but for me nothing could match the blank look of resignation on Wile E. Coyote's face seconds after he has eaten a whole bag of Acme earthquake pills and decided that perhaps this wasn't such a neat idea after all.

As with many of the most endearing, and enduring, cartoons, *Road Runner* relies on the simple, but effective, one against one theme, for its success.

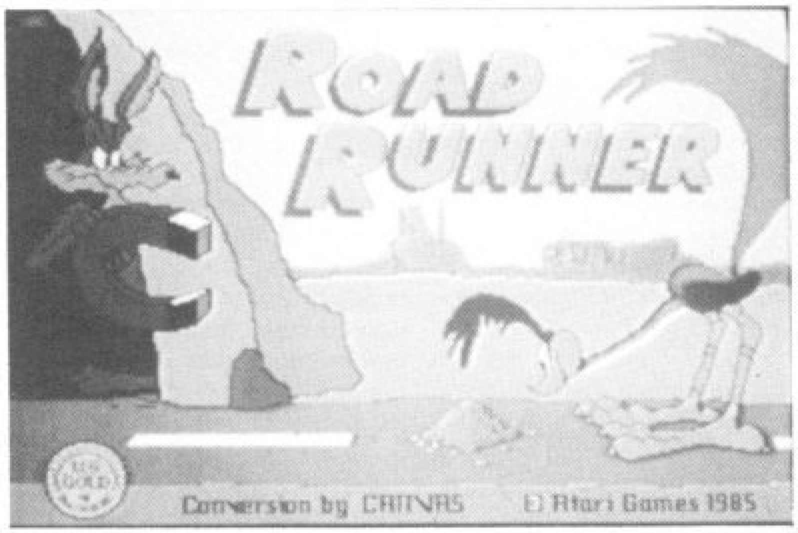
Every plot involves Coyote chasing Road Runner but never quite catching him, always being thwarted by RR's superior speed and cunning, or tripping over his own ineptitude.

So has *Road Runner ST,* converted from the arcade, captured the atmosphere of the cartoon? The answer is a resounding YES!

Although RR is by all accounts a simple game, it nevertheless possesses all the pre-requisites of an addictive, fast moving arcade romp.

The game has four basic levels which are repeated, with added extras, for levels five to eight, nine to 12 etc. In each level, you control Road Runner as he tries to gobble as many piles of bird seed as he can, without getting nabbed by Coyote.

Of course, life is never that simple, and soon RR has to contend with falling boulders, mines, and other hazards that we know and love from the cartoon series.



Each level is comprised of a horizontally orientated map anything from eight to about 12 screens wide, and one screen high. The action is seen from an elevated side-view and the ultra-smooth scroll follows the movement of RR across the map from right to left.

By making the foreground scroll, while leaving the background static, the game is given a feeling of depth which, in part, offsets the rather simplistic, stylised foreground graphics.

Level one starts by introducing us to the two main characters in the game, namely Road Runner and Wile E. Coyote. As each is presented, their Latin name is displayed beneath them. These, often hilarious, names change from game to game.

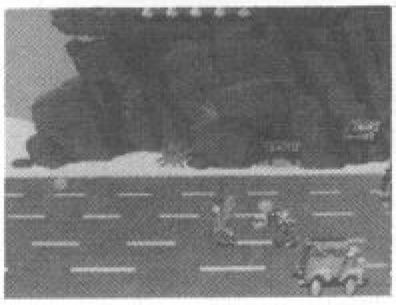
With the formalities over, it's down to the serious business of scoffing bird seed. Level one begins with a meandering road full of neat little piles of seed. At the back of the first screen is a cave, cut into the rock. At the moment, there is a board, nailed across the cave's entrance. The board says "closed"!

As RR begins collecting the seed, he has to avoid not only Coyote but also a series of trucks that rush along the road from left to right. If you get run over, you loose a life, but if you can lure Coyote into the path of an oncoming truck, you get a bonus.

A bonus is also awarded if you eat every pile of seed. If you miss five piles RR will faint and loose a life.

The road soon turns into a cliff path, full of hair-pin bends that slows RR down if he runs too close to the edge. If you manage to get to the end of the cliff path it's on to level two.

Having failed in level one. Coyote resorts to various gadgets, in level two, to help him nab you.



The most obvious difference between levels one and five is the introduction of mines which blow up when stepped on. The bad news is that mines are normally to be found right next to seed, making eating a much more precarious business than before.

When you start your next game, and providing you got past level one, the cave, remember the cave, will no longer be blocked. If can now be used as a short cut to the last level played in the previous game — v. useful!

With typical cartoon-like chase music, excellent sprite design and animation, and simple but effective gameplay, *Road Runner* will make a worthy addition to any ST arcaders collection.

C+VG HIT!

• Graphics	9
• Sound	8
• Value	8
• Playability	9

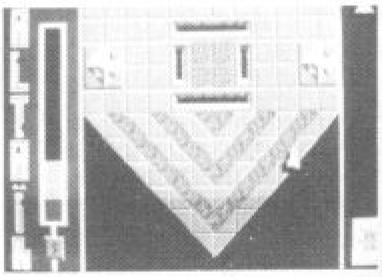
Hades Nebula

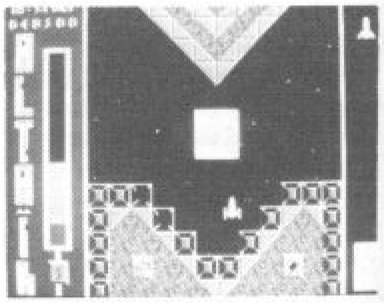
▶ MACHINE: ST
▶ SUPPLIER: NEXUS/ INFOGRAMES
▶ PRICES: £14.95/£24.95

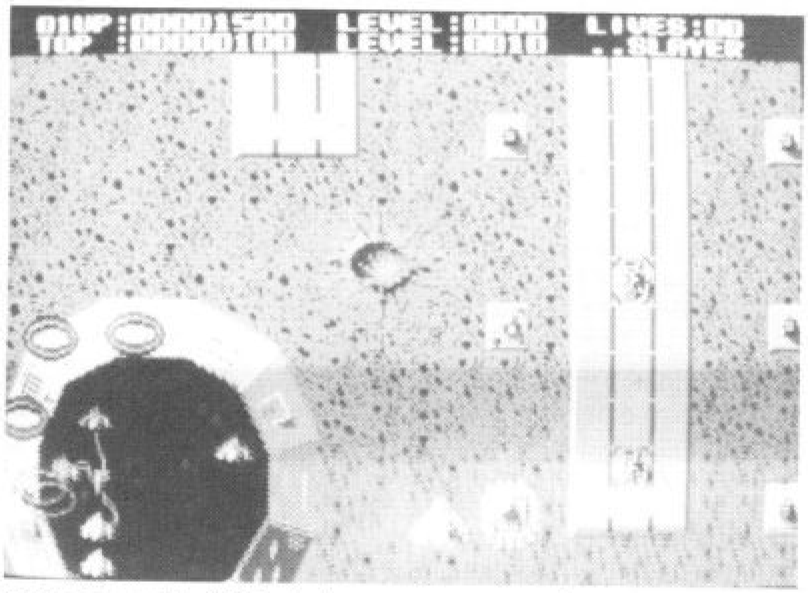
Two more titles to add to the ever increasing number of vertical shoot-em-ups for the ST *(see also June C+VG),* both less than perfect.

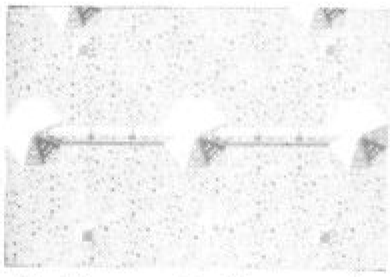
Altair is Infogrames latest offering, and features extremely slick graphics giving the whole game a distinctly metallic feel. Almost anything can be destroyed and most things animate when hit.

Unfortunately most of us will









never see much of this designer programming, because the game is just too hard to play, and even requires the use of the keyboard to utilise certain weapons.

Although *Altair* is way above average on the presentation and general flashness scales, it doesn't wean you gently into the really tricky bits, by giving you a few easier levels first.

If it did, you would have a sense of achievement giving you the urge to go back and get further next time, an urge you just don't get here.

Hades, Nebula, the latest offering from Nexus, is another flawed shooter, this time suffering from frustratingly sluggish controls, giving you the feeling that the game is being played in a huge bowl of very thick galactic syrup.

HN does have redeeming features like well designed graphics and even mining platforms, from which rebels release pods giving you extra speed, fire power, and weaponry. But none of this helps you forget the fact that Nexus expect you to save the world flying the equivalent to a 50cc moped with wings on.

	Altair	Hades Nebula
• Graphics	10	9
• Sound	8	8
• Value	6	6
• Playability	7	5

Barbarian

▶MACHINE: AMIGA/ST
▶SUPPLIER: PSYGNOSIS
▶VERSION REVIEWED: AMIGA
▶PRICE: £24.95 FOR BOTH

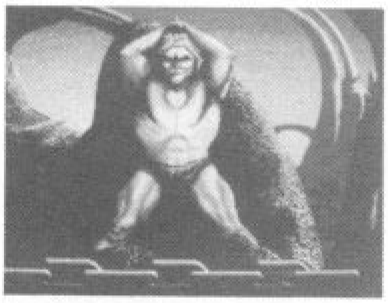
The three previous releases from Merseysiders Psygnosis have all belonged in the "floored masterpiece" dept; being ambitious offerings with impressive packaging and graphics, but with little or no real gameplay to match the outstanding presentation.

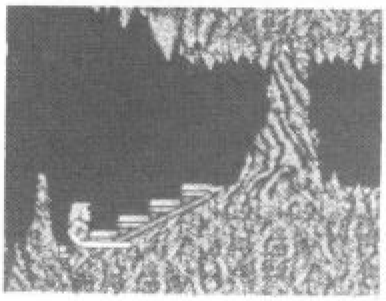
So was *Barbarian,* the latest effort by Psygnosis programmer David Lawson and artist Garvan Corbett destined to fall into the same category?

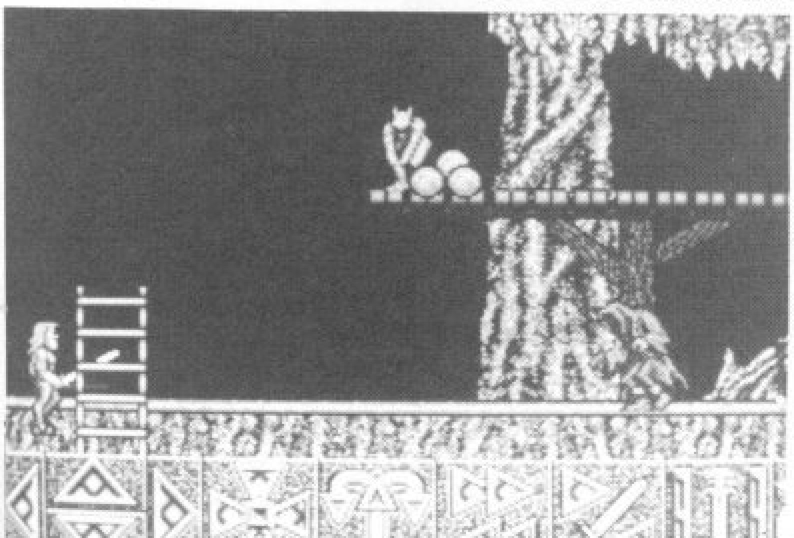
Happily no. Although *Barbarian* still exhibits some of the failings which held back *Arena* and *Brataccas,* overall these are far less in evidence, and are outweighed by tight game design and good playability.

Barbarian is a four-way scrolling combat arcade/adventure in which you, that's Hegor the Barbarian, must brave the fearful realms of Durgar:, an underground world created by your erstwhile brother Necron for him and his hideous band of followers.

Necron is so awesomely evil that he can only be killed by an equal and opposite force of good and, yes you guessed it, you're the only one with a big enough







halo for the job, and after all, he did his favourite dragon, Vulcuran, to kill your father a couple of years back, so there's a spot of revenge mixed up in the plot too.

Anyway, here you are at the entrance to Durgan, armed only with your wits and a gleaming sword, given to you by a mysterious druid just before he disappeared behind a tree. Later in the game you'll find arrows and a bow, which lets you kill things from a safe distance.

Control is via a keyboard, mouse, joystick, or any combination of these. Joystick control is 'not recommended' in the players guide, and small wonder with all the different actions that Hegor can be made to perform.

These include walk in all four directions, stop, run, attack, defend, flee, pick up, drop, use and jump (a different action depending on whether you're walking or running).

During combat, you are treated to a whole gambit of digitised grunts and groans, as Hegor butchers away at whatever monstronsity is unfortunate enough to be within hacking range. To defeat your foe timing is crucial:

When you eventually do kill someone, or something, their spirit swirls up into the air crystallising into a skull with sparkling ruby eyes which then dissolves into nothingness.

Apart from the more obvious living, or semi-living, video nasties, the game is packed full of *Indiana Jones* type collapsing bridges, trap doors that suddenly open to reveal archers like mutated jack-in-the-boxes, and spikes, activated by pressure pads in the floor, that have a nasty habit of droping down from the rock ceiling with alarming speed, ready to install air conditioning in your brain.

And, if you do persevere, you'll be richly rewarded with the sight of new, and even stranger looking animals, not to mention traps of an extremely devious nature.

• Graphics	10
• Sound	9
• Value	8
• Playability	8

Colonial Conquest

▶MACHINE: ATARI ST
▶SUPPLIER: STRATEGIC SIMULATIONS/ US. GOLD
▶PRICES: £24.99

The late 1880s and early 1900s marked the grand age of imperialism. Great Britain, the U.S., Germany, France, Russia and Japan were all involved in the persuit of world dominance.

Now you can relive that era and leave your own mark on history, as the head of any of these great powers, in a bid to colonise as much of the free world as possible, while fattening the domestic coffers, and defending your shores against attack from other major powers — all as greedy as you!

There are three scenarios: standard, 1880, and 1914. If you choose the standard scenario, all the major countries control only their own areas at the start of the game, and the army strength and net-worth of all minor countries are randomly set.

With the other two scenarios, each country starts with the additional areas that they actually controlled at the time, and the army strength and net worth of minor countries are present to reflect actual historical fact.

In addition, if the computer controls Russia, France, or England, that country is deemed to be at war with Germany, and vice-versa.

Up to six humans can play *Colonial* conquest, but if you can't get hold of five other power-crazed individuals, the computer can always be relied on to act as a stand in imperialist!

Having chosen which of the three scenarios you wish to play, and which country you want to represent, the game commences in earnest.

Colonial Conquest consists of three phases: building, movement, and combat. During the building phase, each player in turn can build up his land and naval forces, as well as fortify army installations. You can also offer economic aid to neutral countries in the form of a loan which they will use to build larger armies. You can even lend money to a computer controlled major power in an attempt to curtail it's intentions of attacking you.

If you intend attacking a minor country with more than just brute strength and ignorance, there are two more ways to ensure your victory.

Firstly, you can send spies into that country to ascertain the strength of its armies and the value of its treasury.

Secondly, you can try to undermine that country's military strength by causing a coup d'etat. If you spend enough money, a coup will occur and you will be in control of the country without having to lift a single military finger.

The second phase, movement, is used to move armies to adjacent countries. If the destination country is neutral, or controlled by another major power, this is seen as an act of war and battle ensues.



The same rules apply to naval incursions, except that a ship can sail to any other port on the map. Each ship can only carry 1000 soldiers and all are lost when you suffer a defeat at sea, so it's important to co-ordinate the movements of your navy in the most efficient manner possible.

The final phase, combat, is where players see the results of the decisions they made in the previous two phases.

In this computer controlled sequence, the game scrolls over the 4 x 2 screen map of the world, showing the result of each individual battle by the colour in which disputed territory is filled.

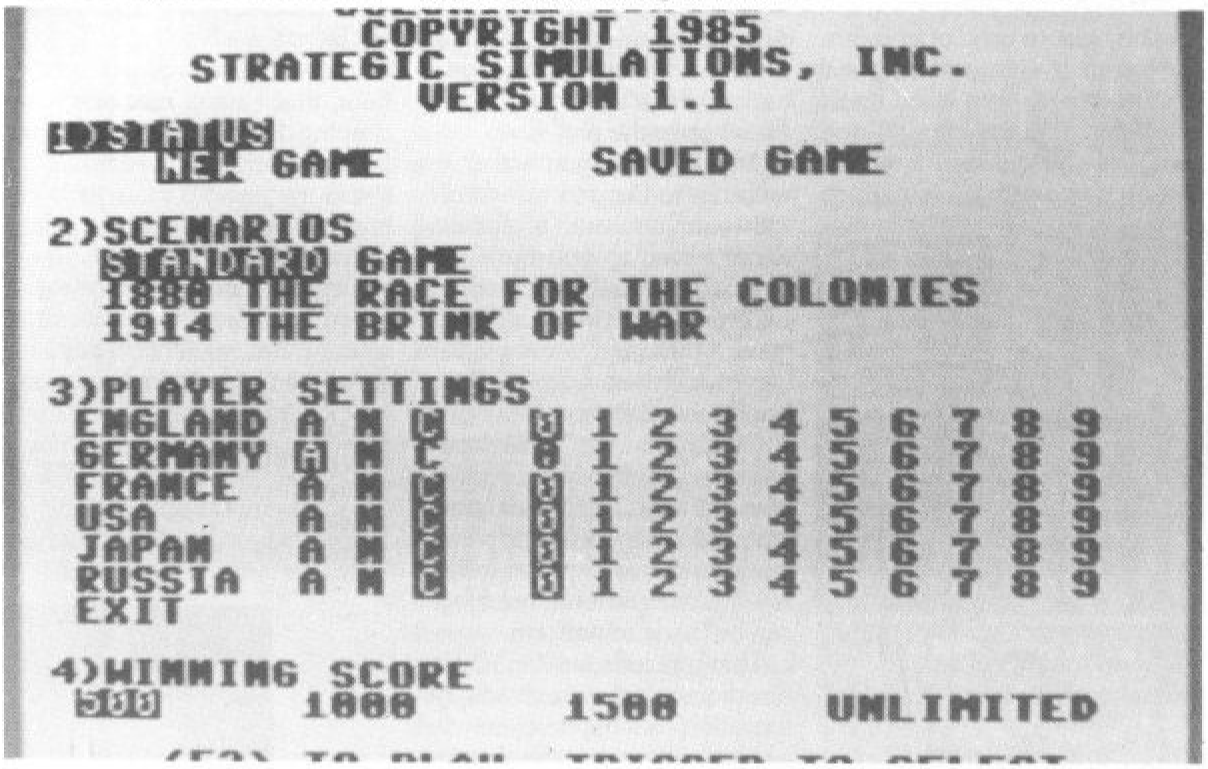
No change of colour means the defending power managed to hang on to control of that country.

As each player inputs his or her instructions for each of the game phases, the other players must look away from the screen. This is a perfect time for the other players to indulge in a little diplomatic banter or back-stabbing. The ability for players to make and break peace treaties and agreements, and to gang up on one-another, makes the game similar in some respects to the excellent board game *Diplomacy*.

As you delve deeper into *Colonial Conquest*, you realise just how much thought went into the design of this computerised board game.

The ST conversion (another by Hungary's *Andromeda Software*) is proficient and bug-free, and should appeal to anybody who likes *Risk*, *Diplomacy*, or a spot of armchair dictating.

• Graphics	8
• Sound	6
• Value	8
• Playability	8



Reviews

the c+vg team

Deluxe Paint II

▶MACHINES: AMIGA
▶SUPPLIER: ELECTRONIC ARTS
▶PRICE: £130

Electronic Arts were the first company to take the Amiga seriously. They were working on a range of titles for the new wonder-machine months before its release in the Autumn of 85.

One of these, *Deluxe Paint*, became an instant success and achieved an unprecedented 50% penetration amongst Amiga owners by the end of 1985.

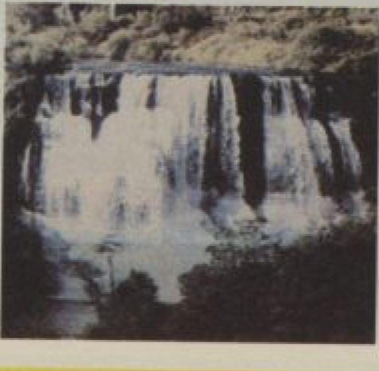


Although flushed with the success of his program, Dan Silva didn't rest on his laurels. Instead he set about creating *Deluxe Paint II* almost as soon as the original was completed.

A year later the sequel was ready, running faster and packed full of tasty new features — many suggested by *Deluxe Paint* users.

The August 1986 issue of *C+VG* carried a review of *Deluxe Paint* and we'll be reviewing *Deluxe Paint II* in depth in the near future. But, for now, here's a quick look at three of the most impressive new features to be found in THE definitive Amiga art package. The features are all found in a new menu called "effects". These are Stencil, Background, and Perspective.





Stencil allows you to literally make a stencil of your painting. Imagine you have painted a landscape but decided you want it to be set against a sunset instead of a cloudy sky. No problem! Just make a stencil of the colours you've used in the cloudy sky. All the other areas of your painting will now form a stencil through which you can paint.

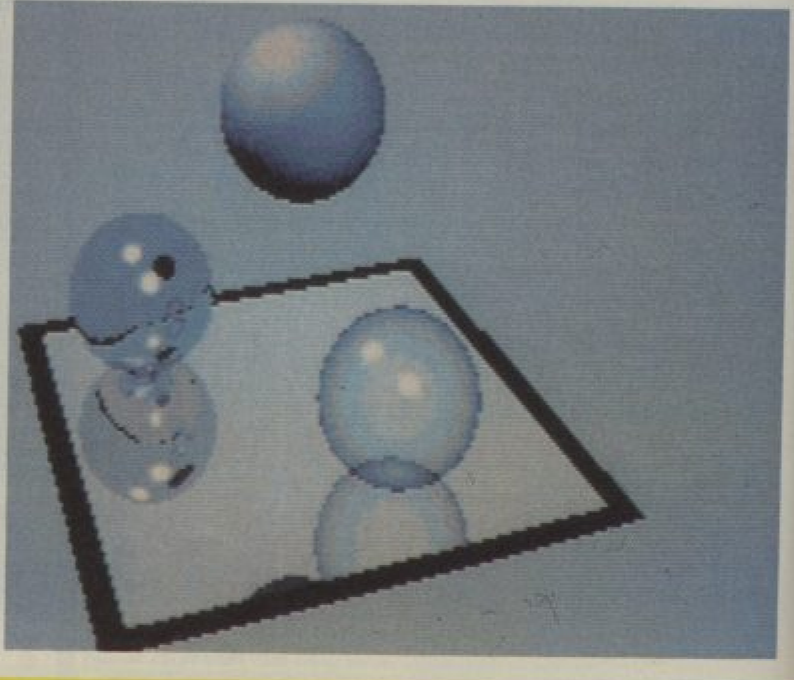
How many times have you made a mistake and wanted to go back to what your picture looked like five minutes ago? And of course you were too lazy to save before you made your fatal artistic blunder.



Well now you don't need to worry because, using Background, you can "fix" your current painting to the screen and then paint over it, safe in the knowledge that if you click on "clear screen" at any time, only the bits you've added after fixing the background will be cleared, leaving your "fixed" painting as it was when you last used the background feature.

Perhaps the most impressive new feature in *Deluxe Paint II* is Perspective, which allows you, not only to define the position of the vanishing point in your picture, but to cut out a brush, rotate it into any plane you want by twiddling its x, y, and z axes and then paint with it, in the plane you have just created. You can even cover the whole plane with wallpaper made up from any pattern you care to use.

Deluxe Paint II has well over a hundred new features making it a must for any Amiga owner with a creative bent. Owners of *Deluxe Paint I* can get an upgrade for about £30. For the rest of us, the price of £130 may seem a little steep, but you are getting the best!



Academy

▶ MACHINE: ST
▶ SUPPLIER: CRL
▶ PRICE: £19.95

The executive version of *Tau Ceti, Academy,* has finally reached the ST. As a trainee skimmer pilot, you enroll in the galaxy's top training school, the Galcorp Academy for Skimmer Pilots — GASP.

At GASP, you will learn to customise your own skimmer, by selecting its physical characteristics such as well as what weapons and displays to include.

You will also participate in many classes, so secret only qualified pilots are told about them.

Once you graduate from GASP there's 20 real-live missions just waiting to get you killed!

The ST version of this CRL classic is essentially the same as its 8-bit predecessors, but with a host of graphical bells and whistles to tart it up for its first 16 bit outing.

If you fancy a thinking persons arcade game, then *Academy* is for you.

- Graphics 7
- Sound 7
- Value 9
- Playability 8







Impact

▶MACHINE: ATARI ST
▶SUPPLIER: AUDIOGENIC
▶PRICES: ST £14.95/ AMIGA £24.95
▶VERSION TESTED: ATARI ST

If you thought you'd seen the last of the *Breakout* clones, think again because Audiogenic have come up with a little gem called *Impact,* available for both ST and the Amiga. Both versions are identical.

Although on the face of it, *Impact* looks close enogh to *Arkanoid* to make Audiogenic's lawyers tremble at the knees, in fact there area number of fundamental differences between the two. Indeed many people may and up buying them both.

The three main features which set *Impact* apart from all other similar products are the digitised sound effects, the icon/weapon system, and the screen editor.

Along with ST *Gauntlet,* ST *Impact* must boast the most impressive sound effects yet to grace the Atari 16 bit range. Every fanfare and effect has been sampled to give the game an atmosphere far superior to that possible using the ST's own humble sound capabilities.

Each time the ball hits your bat or one of the brick wall sides, a musical note, of randomly chosen pitch, is played. Close your eyes and you could be forgiven for believing you were listening to someone improvising a tune on a xylophone.

As with certain other games of the same ilk, various sundry items soon start floating towards your bat during play.

These objects range from black holes to *Invader*-style space ships, and have the annoying habit of deflecting the ball at all sorts of embarrasing angles.

What makes this feature tolerable, however, is the fantastic sampled explosion that bursts out of the monitor whenever one is destroyed.

Equally impressive is the fanfare that greets you at the start of every game, and the sound effects that accompany warping to the next level and the "game over" message. When you lose a life, the program emits a sound not unlike the mating call of a sperm whale — but played backwards!

Bat and ball movement is smooth and the bricks disintegrate, pixel by pixel, when destroyed.

As with similar games, many bricks must be hit two or more times before they bite the dust. Some deflect back your laser — a particularly nasty way to go! — and some are plain indestructible.

In addition to these, some screens also contain five bricks, each with one of the letters of the word BONUS. Destroy these in order and an extra life is awarded.

All the action takes place against a scrolling starfield, making the ball much easier to follow than in *Arkanoid,* although this also means the screens lack the 3D feel achieved in the latter using the shadows cast by both bricks and ball onto various textured backgrounds.

Further sound effects can be heard when either bat or ball is given extra powers or weapons.

There are nine different powers you can use, each costing between one and nine bonus capsules. These capsules can be caught as they drop down the screen when certain bricks are hit and destroyed.

The nine powers are shown in a 3 x 3 matrix of icons, situated beside the play area. These are arranged in order of cost (in bonus capsules) from top left to bottom right.

The flexibility of the weapon/icon system introduces an element of strategy to *Impact,* not present in other breakout clones. Being able to choose what icons, or combination of icons, to activate, sets the game above the rest. And as if that wasn't enough of a reason to buy it, there's the small matter of eighty different screens.

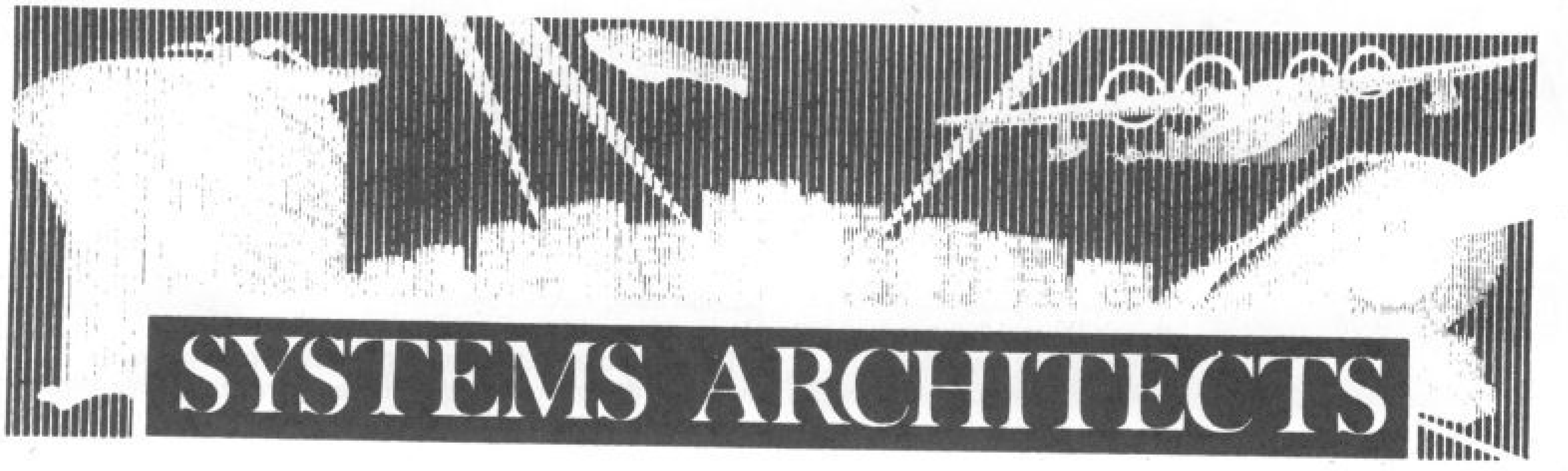
Mercifully programmer John Dale has implemented a password system allowing instant access to high levels.

So, after you've completed level ten, the program gives you a password which can be entered at the start of subsequent games allowing you to skip the first nine levels. A new password is given every ten screens.

But, after all this, *Impact* still has one final goody at the bottom of the sack — the screen editor. Although there are 80 pre-defined levels, screens S1-128 have been left blank for the user to create his or her own walls of any shape, size, or colour. These can then be saved off, and accessed and played immediately by entering the correct password.

Combine the editor feature with the incredible sound effects and the icon weapon system, stir in liberal portions of playability and addictiveness and Audiogenic have a sure fire ST and Amiga winner on their hands.

- Graphics 8
- Sound 11 out of 10!
- Value 10
- Playability 10



Title	Supplier	Machine	RRP	System's Price
Borrowed Time	Activision	ST/Amiga	24.95	19.95
Basketball	Activision	ST/Amiga	24.95	19.95
Golf	Activision	Amiga	24.95	19.95
GFL Football	Activision	ST/Amiga	24.95	19.95
Hacker	Activision	ST/Amiga	24.95	19.95
Hacker II	Activision	ST/Amiga	24.95	19.95
Intern. Karate	Activision	ST	19.95	16.95
LCP	Activision	ST/Amiga	34.95	28.95
Music Studio	Activision	ST/Amiga	34.95	28.95
Portal	Activision	Amiga	34.95	28.95
Shanghai	Activision	ST/Amiga	24.95	19.95
Tass Times	Activision	ST/Amiga	24.95	19.95
Demolition	Anco	Amiga	9.95	8.95
Karate King	Anco	ST/Amiga	9.95	8.95
Space Battle	Anco	Amiga	9.95	8.95
Emerald Mines	Anco	Amiga	9.95	8.95
Phalanx	Anco	Amiga	9.95	8.95
Challenger	Anco	Amiga	9.95	8.95
Cruncher Factory	Anco	Amiga	9.95	8.95
Tee-up	Anco	ST	14.95	12.95
7 Cities	Ariolasoft	Amiga	29.95	24.95
Archon	Ariolasoft	Amiga	29.95	24.95
Archon II	Ariolasoft	Amiga	29.95	24.95
Adventure Const.	Ariolasoft	Amiga	29.95	24.95
Artic Fox	Ariolasoft	ST/Amiga	29.95	24.95
Marble Madness	Ariolasoft	Amiga	29.95	24.95
One on one	Ariolasoft	Amiga	29.95	24.95
Instant Music	Ariolasoft	Amiga	29.95	24.95
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Karate Kid II	Microdeal	ST/Amiga	24.95	19.95
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Mono Monitor	135.00

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Karate Kid II

▶ KARATE KID II
▶ MACHINE: AMIGA, ATARI ST
▶ SUPPLIER: MICRODEAL
▶ PRICE: £24.95
▶ REVIEWER: CHRIS

Following the recent trend in "Kick 'em dead" games, it was only a matter of time before they started to appear on the new 16-bit range of micros.

Karate Kid II is one of the first martial arts games to do so, and it originally made its debut on the Atari ST. Having sold quite a few copies in this format, Microdeal has decided to convert it to the Amiga.

At first glance the game seems playable, and slightly addictive. But once you've had 19 or 20 rounds, it begins to show its flaws.

The game starts with you, Daniel, standing in front of your first opponent, Toshio. There's no messing about, it's straight into battle.

The first thing you'll notice is that both guys are incredibly small, but the pictures on the box show normal sized characters. Weird.

Still, that's not really important.

You must defeat your opponent with the same old Karate moves, roundhouse kick, low punch, sweep, flying kick etc. However, I am told by one of our readers that the flying kick is not included in any style of karate, if this is so then why include it?

All moves, there are 16, are executed very fast, and it is this fact which puts *KK2* in a slightly higher category than most other 'beat 'em ups'. The animation is also improved by its speed, and gives a high degree of realism. For example, you see a roundhouse kick go all the way round, not like some other games.

While fighting you are treated to some nice sampled effects, and you really know when you've hit your opponent in a soft spot. With all this digitised screaming it beats



the hell out of me why Microdeal made the music so terrible.

Yep, I am telling you that the music on an Amiga game is awful! The Glory of Love, more like The Glory of Earmuffs!

After beating your opponent you progress on to the next scene, of which there are 11. I say eleven, but after every two screens you get to go for a bonus by either breaking ice or catching flies.

The game is also not without the odd bug or two, and I found it quite amusing when with one kick I sent my opponent whizzing across the screen into the wall,



where he disappeared only to re-emerge right behind me.

• Graphics	8
• Sound	6
• Value	5
• Playability	5

Space Battle

▶ SPACE BATTLE
▶ MACHINE: AMIGA
▶ SUPPLIER: ANCO
▶ PRICE: £9.95
▶ REVIEWER: CHRIS

What's this? *Asteroids?* Yes, but a very good version of the arcade classic and what's more, it's cheap.

I know that £9.95 is a lot of money, but it's cheaper than most Amiga and ST games, which normally retail at around £24.95.

Space Battle is a version of that old classic *Asteroids*, but it has colour, solid graphics, and some neat twists, all of which were missing from the original. And, as a special bonus, you can have two players on screen at the same time.

That's right, and Anco have even mucked about with this option allowing different kinds of two player mode, you can play Competition or Team.

Competition has you playing against your partner, blasting her/him as well as those nasty rocks which try to end your game quickly. Team mode puts you in action together, and both players go for one big score.

If you are playing on your own (sigh) then the usual one-player mode is available.

When you're launched into the action after mode selection, you'll notice the difference between this one and the arcade straight away. The rocks are nicely shaded in various greys, they move fast, and in a slightly alarming way, towards you!

Your ship is placed in the centre of all this, and it is coloured red or green, depending on the playing mode selected. It can fire laser beams (small pixels) in rapid bursts and really moves fast.

Your speed can lead to really flashy performance. You can whizz after a small rock, do a quick 360 degrees, and then blast the sucker with one amazingly accurate pixel. This takes time to perfect, but it's worth it just to show off.

It can also hyperspace, which will transfer you to another part of the screen. In the original you usualy ended up right in front of a large asteroid, but it seems this ship has been fitted with a new version.

Overall, *Space Battle* is a nice game at the right price, which should appeal to lots of gamesters. Even the loading picture, a death-blossom lookalike, is nicely done, and is complemented by a short but adequate musical score. Be careful with the Two-Player modes, one wrong shot and fists fly. A great little game.

• Graphics	8
• Sound	7
• Value	9
• Playability	8

Cornish C...

the A team

Company Profile

"There's a war and it can only be good for the public. Hardware and software prices will continue to fall. By January or February of next year, we may have TV modulated versions of both the ST and the Amiga, with internal drives, selling for £199. Both machines are going to be perceived as top end games consoles."

"Within a year, sixteen bit software price points will have come down to £9.95, £11.95, and £14.95. There will be a few premium priced products but they'll have to be very special to sell for £25 or £30."

"People talk in terms of who will win — Atari or Commodore. I think there is enough room for both the ST and the Amiga to survive and do well."

So says John Symes, boss man of Microdeal.

Microdeal began as a publisher and distributor, eventually specialising in Dragon and later QL software. Having outlived both machines, Symes made a decision two years ago, to publish games and utilities for the brand new Atari 520 ST.

First out of the starting blocks was *Time Bandits* which, along with *Brataccas*, was one of the first arcade/adventure games released for the ST.

Despite a less than modest installed base, *Bandits* sold well because ST owners had virtually nowhere else to go. With so little competition, Microdeal soon established itself as one of the countries leading publishers on the ST.



Microdeal have gradually built up a tightly knit core of about 13 programmers, musicians and graphic artists who are responsible for the majority of the company's new games.

"We don't tend to loose programmers once they're working with us. They are well paid, get lots of perks, they go to all the exhibitions. In fact, six of our top guys are off to the States in November!"

"We don't commission people to do programs for us. What we do, though, is have regular bi-monthly meetings where all the programmers and artists get together and exchange ideas, routines and other tricks and tips."

"Steve Bak, who worked on *Goldrunner* and *Karate Kid II*, often chairs these discussion groups, where we also evaluate what kind of games are likely to sell in the near future.

"There is never any question of a programmer jealously guarding their latest routine. Everybody enjoys a free flow of information so that we all benefit. That way we have a much better chance of staying ahead of the pack."

"We have about seven original titles being developed for the ST at the moment. Many of these involve programmers, working from home, so I insist on having a "work in progress" or demo disk from each programmer, or a group of programmmers, at least once every two months, and more often towards the end of a project. It's important to always know how each game is progressing and whether there are going to be any major problems."

"We don't really use outside evaluaters to play test or debug our products. The programmers are their own most severe critics."

When it comes to money, John has a fairly relaxed attitude. Although most programmers are payed on an advance and royalty basis, he will listen to any deal put to him.

"They will almost always make more money in the end on a royalty deal, but sometimes someone needs a cash lump-sum to buy a car or a house, so I'll buy the game outright if it helps them."

Apart from publishing home grown games, Microdeal also has the European rights to the complete catalogue of US. based Michtron, who specialise in ST utilities such as *Back-up*, *Zoomracks*, and *Mighty Mail*.

The Games

Past hits from the Microdeal stable have included *Karate Kid II* — the only martial arts game to be launched off the back of a successful film. The Amiga version has now been released and features 12 extra screens (see June *C+VG* for full ST review).

One of the most graphically impressive vertical shoot-em-ups to appear on the ST was *Goldrunner*, a Microdeal hit in the Spring.

Apart from super fast scrolling and moody graphics, the game also featured a memorable soundtrack complete with some of the first digitised speech ever to be used in an ST game (see June *C+VG* for full ST review).

As with *KKII*, *Goldrunner* is being released on the Amiga, and what a treat to the eyes and ears that promises to be.

Microdeal have also had the distinction of releasing the first isometric game for the ST. Called *Airball*, the game is set in the evil wizard's castle, where you have to find a spell book before you can change back from a balloon to a human.

The castle has 150 rooms packed full of exquisitely designed stone walls, statues, ice-stalagmites, and a hundred other graphical delights.



team

Cornwall is famous for its smugglers — but if any pirates set foot in St Austell they'd soon find themselves hanging from the highest yardarm. Why? Because this town is the home of Microdeal, at the cutting edge of ST and Amiga games software.

What is surprising is that it was more than 18 months after the launch of the ST before a company launched an isometric game for the machine. Consider just how many 8-bit ones there are, and you wonder why it took so long! Anyway, *Airball* was definitely worth the wait and has set a standard others will have to follow *(See August C+VG for full ST review)*.

Still on the subject of *Airball*, Microdeal are due to release *Airball Construction Kit* soon. This nifty utility allows you to construct your own castle, room by room, adding all the graphical details used in the original.

You start by defining the dimensions of the room together with the walls which have exits. You can even set the height of each exit, making some at the top of stairs etc.

Once you've set up your room framework, you can start









adding objects that can be picked up, together with hazards, statues, trees and other pieces of scenery.

Although it will take an estimated three months to construct an entire 150 room castle, *ACS* should appeal to all those frustrated arcade adventurers that always felt they had an isometric game festering inside them just waiting to get out — held back merely by the minor detail that they don't know the first thing about programming!

Apart from *ACS*, Microdeal have at least five other ST originals in the pipeline. First up is *Black Che*, an adventure with a secret plot full of neat looking animated graphic locations. The game also features various sub-games where you must solve specific problems on screen before progressing.

One of these involves you deciphering an ancient matchstick problem. You know the kind of thing — arrange five matches in a square, move one and make a giraffe instead!

The other adventure on the way from the Cornwall Coders, *Tanglewood*, is another highly graphical affair, this time centered around the exploits of five characters, all under your control.

Each character behaves in its own sweet way, and has different problems to solve.

Some of the characters you'll meet in *Tanglewood* include a wallaby who has lost his bounce and has difficulty climbing ladders. There's also a frog who used to be a lordly lion.

While zapping around the place in your time machine, you've also got to avoid meeting the hyper-evil Schark, who is always on your tail looking for a way to thwart your plans. Needless to say *Tanglewood* is played in real time!

Leathernecks, Microdeal's next arcade title, is a vertical scrolling wartime shoot 'em up, very much in the *Commando/ Ikari Warriors* mould.

The *Leathernecks* project team were being kept very much under wraps, but it sounds like this one will really take full advantage of the ST's advanced graphical capabilities and provide ample satisfaction for up to three killers at once!

In complete contrast, another project on the secrets list is a new soccer game "from a completely new perspective, as you've never seen it before," enthuses John. More than that he was not prepared to say!

Flushed with the success of his last licensing deal, *Karate Kid II*, John is busy putting the final touches to his latest film deal.

The film in question is already out, and if all goes according to plan, the game should be ready by mid-November on both the ST and Amiga".

One final project Microdeal have been working on, is a laser disc game called *Journey to the Lair*.

Based on the *Dragon's Lair* laser disc game that amazed arcade goers a couple of years ago, *Journey* uses the picture disk from the original and includes a user interface to let ST owners play a more adventure orientated version of the same game.

"There's one small catch though . . . they need a laser disc player to play the game. At the moment they cost about £800 so we're treating this project as a learning exercise so that when the hardware catches up, we'll be ready to take advantage of the new technology and produce games of a completely new genre. It may take a few years yet though!"

By this time next year, all Microdeal's new products will automatically be released at the same time on both the ST and Amiga.

"In the meantime we're just going to do what we're good at, which is being successful at giving other people a tough time. Other people being anyone who is trying to knock US off the top of the pile!"

Buyers Guide

ACTIVISION *01-431-1101*
Hacker: str/am
Hacker II: str/am
Shanghai: card (Feb 87)/am
Music Studio: music/am
Wishbringer: adv/am
Moonmist: adv/am
Trinity: adv (Feb 87)/am
Ballyhoo: adv/am
Ch. Basketball: sport/am*
Ch. Baseball: sport*/am*
Ch. Football: sport*/am*
Ch. Wrestling: sport*/am*
Ch. Golf: sport*/am
The Last Ninja: arc*
Portal: adv*/am
Enduro Racer: arc*
Quartet: arc/adv*
Tass Times: adv (g)/am
Paintworks: graphics
L.C. People: (Jan 87)/am
A Mind Forever Voyaging: adv (Aug 86)/am
Leather Godesses: adv (Jan 87)/am
Mindshadow: adv (Aug 86)/am
Borrowed Time: adv (g) Aug 86)/ am
Cutthroats: adv/am
Deadline: adv/am
Enchanter: adv/am
Hitchhikers: adv/am
Infidel: adv/am
Planetfall: adv/am
Seastalker: adv/am
Sorcerer: adv/am
Spellbreaker: adv/am
Starcross: adv/am
Suspect: adv/am
Suspended: adv/am
Witness: adv/am
Zork I, II, and III: adv/am
Beaurocracy: adv/am
Hollywood Hijinx: adv/am
MGT: arc
Staionfall: adv/am
Lurking Horror: adv/am
Pun with Nord: adv/am
Kings Quest II: adv (g)/am
Space Quest: adv (g)/am
Black Cauldron: adv (g)/am

ADDICTIVE/PRISM LEISURE *01-804-8100*
Football Manager: sport*

ANCO *0322-92513*
Bridge 4.0: card/am
Compubridge: card/am
Tee-Up: sport
Peg Gammon: board
Strip Poker: card (Jan 87)
Karate: sport
Fli-Flop: arc
Thai Boxing: sport
Trivia: trivia

ATARI *0753-33344*
Battlezone: arc*
Joust: arc
Millepede: arc*
Star Raiders: arc
Crystal Castles: arc (Aug 87)
Robotron: arc*
Neochrome 1.1: graphics*

AUDIOGENIC *0734-303663*
Impact: arc/am
Perry Mason: adv/(g)/am
Nine Princes: adv (g)/am
Amazon: adv (g)/am
Farenheit 451: adv (g)/am

AVILA
Make it Move: animation

CRL *01-533-2918*
Academy: arc

DATABYTE *01-482-1755*
Boulder-dash const. set: arc

THE EDGE *01-831-1801*
Bobby Bearing: arc*
Fairlight Trilogy: arc/adv*

EIDERSOFT/PARADOX *0708-852647/851099*
Karate: arc/am
Protector: arc
War Zone: arc
Fireblaster: arc
Xenon: arc*
3D Chess: board*
Mission Mouse:
Space Station: arc (Jan 87)
Demo Disk: arc
Pro-sprite designer: graphics/animation
Pro Sound Designer: sounds*
Digidrum: sounds

ELECTRIC *0480-66433*
Red alert: arc/sim*
Creator: graphics*
Easy Draw II: graphics*

ELECTRONIC ARTS
Skyfox: arc/sim/am
Arcticfox: arc/str/am
Chessmaster 2000: board/am
Starfleet I: sim/trading/am only*
Deluxe Print: graphics/am only
One on One: sport/am only
Degas Elite: graphics
Marble Madness: arc/am only
Bards Tale I: roll playing/adv (g)/am
Art parts I & II: graphics/am only
Seasons and Holidays: graphics/am only
Earl Weaver Baseball: sport/am only
Deluxe Music: music/am only
Archon: str/board/am only
Music Constr. Set: music
Deluxe Paint: graphics
Deluxe Paint II: graphics/am only

ENGLISH *01-061-835-1358*
QBall: sport (Feb 87)/am
Knight Games: sport*
Levianthan: arc*
Electraglide: arc*

FIREBIRD *01-631-5373*
Elite: arc/sim*
Druid: arc/adv*
Pandora: arc/adv*
Golden Path: adv* (g)
Sentinel: 'unique!'*
Startrek: adv/str*
Bubble Bobble: arc*
Black Lamp: arc/adv*

FTL
Sundog: arc/str (Aug 86)
Dungeon Master: role-playing/fantasy

GREMLIN GRAPHICS *0742-753423*
Trailblazer: arc
Typhoon: arc
Karate Master: sport*

HABA MARKETING
Faery Tale: adv (g)/am only

INFOGRAMES *01-364-0123*
Maccadams Bumper: arc
Eden Blues: arc/adv
Turbo GT: arc*
Krafton: arc
Krafton II: arc
Passengers in the Wind: adv (g)
Passengers in the Wind II: adv (g)
Prohibition: arc
Prohibition II: arc*
Altair: arc
Pheonix: arc*
The Three Muskoteers: adv (g)/am
Precipice: sim/am*
Water Skiing: sport/am*
L'affair: adv (g)*
Pigalle: adv (g)*
Captaine Blood: ? am only
T.N.T.: arc
Sidewalk: arc/adv*

LLAMASOFT
Colourspace: zarjaz (Aug 86)

MAGISTER *01-486-6838*
Artscribe: graphics
The Powers of Armelin: adv/role playing (g)*

MARTECH *0323-768456. PR. Lesley at Headlines: 01-258-3999*
Zoids: arc*

MASTERTRONIC *01-377-6880*
Ninja: arc
Outcast: arc
Chopper: arc/sim*

MICRODEAL *0726-68020*
Major Motion: arc
Cards: Card
Pinball Factory: sport (Feb 86)
Electric Pool: sport
Karate Kid II: arc/am (June 87)
Shuttle II: sim
Animator: animation
Trivia Challenge: trivia
Time Bandits: arc
Lands of Havoc: arc
Sprite Construction Kit: graphics/animation
Goldrunner: arc/am (June 87)
Tanglewood: adv (g)*
Airball: arc/adv (Aug 87)
Airball Constr Set: arc/adv*
Jupiter Probe: arc*
Leathernecks: arc*
Perfect Match: cards*
Mudpies: arc
Flipsides: board
Journey into the Lair: (Laserdisk game under development)*
Soccer: sport
Black Che: adv (g)

MICROPROSE *0666-54326*
Silent Service: sim/am*
Gunship: sim*
F15 Strike Eagle: sim*
Kennedy Approach: sim*
Ogre: str/am*
Ultima III: adv (g)*/am*
Autoduel: str*/am*

MIRRORSOFT *01-377-4837*
SDI: arc/am
Sinbad: adv (g)*/am
Defender of the Crown: adv (g)*/am
King of Chicago (C'ware): adv (g)*/am*
Film Director: animation
Art Director: graphics (Jan 87)
Spitfire 40: comb/sim*
Strike Force Harrier: comb/sim (Feb 87)
The Bermuda Project: adv* (g)
Fleet Street Publisher: desk top
Deja-Vu: adv* (g)/am
Balance of Power: sim/am*
GATO: sim*/am*
F.15 Flight Sim: sim*/am*
Uninvited: adv (g)/am*
Shadowgate: adv (g)/am*

NEXUS *01-658-5723*
Hades Nebula: arc
Nexus: arc*
Micronaut one: arc*

NOVAGEN *021-449-9516.*
Mercenary Compendium: arc/sim/str/adv (Jan 86)

OCEAN *061-832-6633*
Archanoid: arc
Top Gun: arc/sim*
Tai Pan: arc*
Slap Fight: arc*

PALACE *01-278-0751*
Barbarian — the ultimate warrior: arc*am*
Starship: arc/str*/am*

PANDORA *07356-71500*
The Eagles Nest

PSION *01-723-9408*
Psion Chess: board (Jan 87)

PSYGNOSIS *051-236-8818*
Deep Space: arc/str/am (Feb 87)
Arena: sport/am (Feb 87)
Brataccas: arc/adv/am (Aug 86)
Terropods: arc/str*/am*
Barbarians: arc/strat/am (Oct 87)

RIO PROMOTIONS *01-349-2764*
Wanderer: arc/str (Feb 87)

RAINBIRD *01-240-8838*
Jewels of Darkness: adv (g)
Advanced Art Studio: graphics
Tracker: arc/str
Silicon Dreams: adv/am (g)
Guild of Thieves: adv/am (g)
Starglider: arc/am (Jan 87)
The Pawn: adv/am (g) (Aug 86)
Knight Orc: adv/am* (g)
Over Westminster Bridge: adv* (g)

ROBTEK *01-847-4457*
Checkmate: chess/am (Oct 87)
Hollywood Poker: cards*am
Extensor: arc
Shuffleboard/pool: sport

SILICA SHOP *01-309-1111*

SOFTWARE EXPRESS *021-328-3585*
Brimstone: adv
Covertedmirror: adv*(g)
Crimson Crown: adv/am (g)
Delta Patrol: defender*
Dragon World: adv (g)*
Electro Solitaire: board*
Essex: adv/am
Forbidden Quest: adv
Gateway: adv (g)
Hex: Q-bert/am
Hippo Backgammon: board
Mindwheel: adv*/am
Monkey Business: arc/am
Murray and me: *
OO-Topos: adv/am (g)
Phantasie: arc/adv
Spiderman: adv* (g)
Sword of Kadash: adv (g)
The Wizard of Oz: edu*
Terrestrial encounter: arc
Transylvania: adv (g)
Treasure Island: adv/am (g)
Universe II
Winnie the Pooh: edu*/am*
Mindwalker: arc/am

SUB LOGIC
Flight simulator II: sim/am
Jet: sim

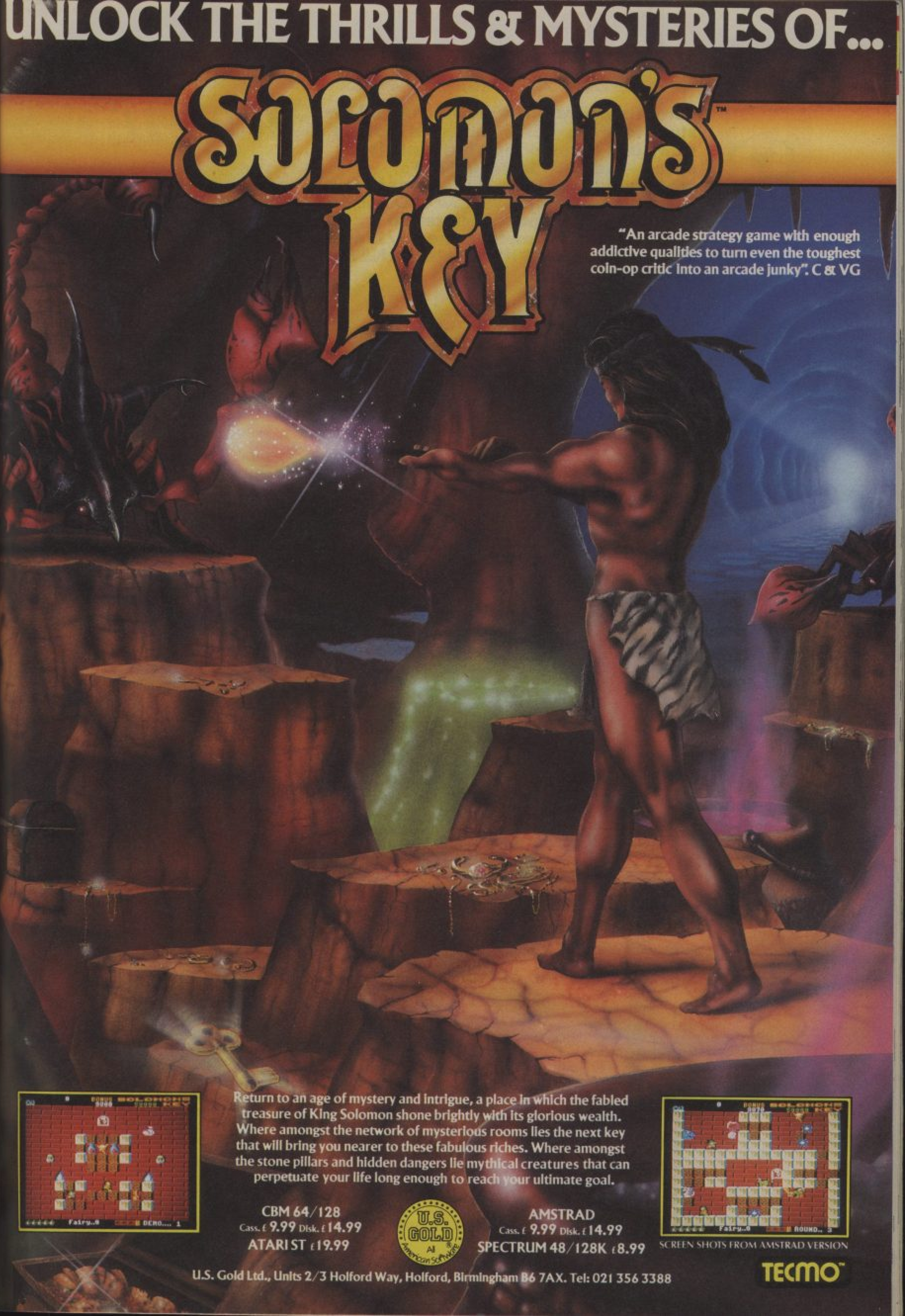
TYNESOFT *091-414-4611*
Time Blast: arc (Feb 87)
Mousetrap: arc/am*
Liberator: arc
Plutos: arc/am*
Blood Sever: arc*

US. GOLD *021-356-3388*
Leaderboard: sport/am (Jan 87)
Leaderboard tournament: sport/am (Aug 87)
Gauntlet: arc/adv/am*
Winter Games: sport/am (Feb 87)
World Games: sport/am (Jan 87)
Championship Wrestling: sport
Super Cycle: arc
Rogue: arc/adv*/am*
Phantasie II: role playing/fantasy
10th Frame Bowling: sport/am*
Mean 18: sport/am
Sundog: strat/adv
Super Huey: sim*/am*
Alternate Reality: adv/am (g) (June 87)
Temple of Apshai: adv (g)*/am
Xevious: arc (Aug 87)
Metrocross: arc
Road Runner: arc (Oct 87)
Sub Battle Simulator: sim*
Colonial Conquest: board/str (Oct 87)
Road Wars: str*



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MEAN MACHINES

REVIEWS

Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issue — an exclusive review of Outrun, **plus a red-hot news on Nintendo games coming soon from the US/Japan So stay with C+VG it's where the NEWS is!**

Before delving into software a little word of warning to any of you thinking about buying games direct from Japan or the US.

Nintendo has released three different versions of its console, one for the UK, another for the US and one for Japan. What this means is that you **cannot** run a Japanese cart on a UK or US system and vice versa.

The carts are the same size but they will bomb when you boot them.

Sega's Japanese carts will not even fit into a UK/US console as they are slightly larger. However you **can** buy a US cart and run it on a UK system.

In case you are wondering why they did this the answer is really quiet simple. Each territory can set its own prices and not have to worry about imports from abroad at a lower price. Sneaky, huh?

I also have to come clean over my own personal views of the systems. **Sega** as you may already know I rate very highly. In fact I used to think the **Nintendo** system had no chance at all against it. Well, things have changed.

Firstly I discovered *Super Marios Bros,* this game makes it worth buying the system, it is so player!

Secondly I found that the **Nintendo** is actually way ahead of **Sega** in Japan and thrid party software reflects this — see the US/Japan release schedule for **Nintendo** — with some really brilliant coin-op conversions coming available.

Unfortunately there is a qualification to this enthusiasm, **Nintendo's** own catalogue is pretty old, and there is no real hint of when these hot third party games will get to the UK.

Sega has got its act together and has a very big catalogue of quality arcade conversions currently available.

The **Atari XE** is very much the dark horse, there are thousands of Atari 8-bit owners out there and the XE is simply an 8-bit machine with a very tasty new casing.

So who is going to buy it? Atari is pitching it at the under 10 year-olds and new console/micro owners selling at £80 for the basic unit (upgrade to a micro for an extra £40 pounds) with games starting at £5 pounds.

Just one more point to make before reviewing the games, those contrtoller pads from **Nintendo** and **Sega** It is really driving me NUTS using these things!

They are OK on a few games but generally they ar naff and fiddly.

Now the good news. New joystick controlled have been designed by both **Sega** and **Nintendo,** so hopefully we will not have to suffer for to long.

You will have read in last month's C+VG about the different packs offered by **Sega** and **Nintendo** (Basic and Deluxe) and ot the games to be launched with them.

Rather than harp on about the same games (boorr-ingg) I will give you a taste of two new hot games, **Outrun** on **Sega** (an exclusive no less!) and **Nemesis** on the **Nintendo.**

I'll be back next issue with tons more hot stuff from the wacky world of games consoles.

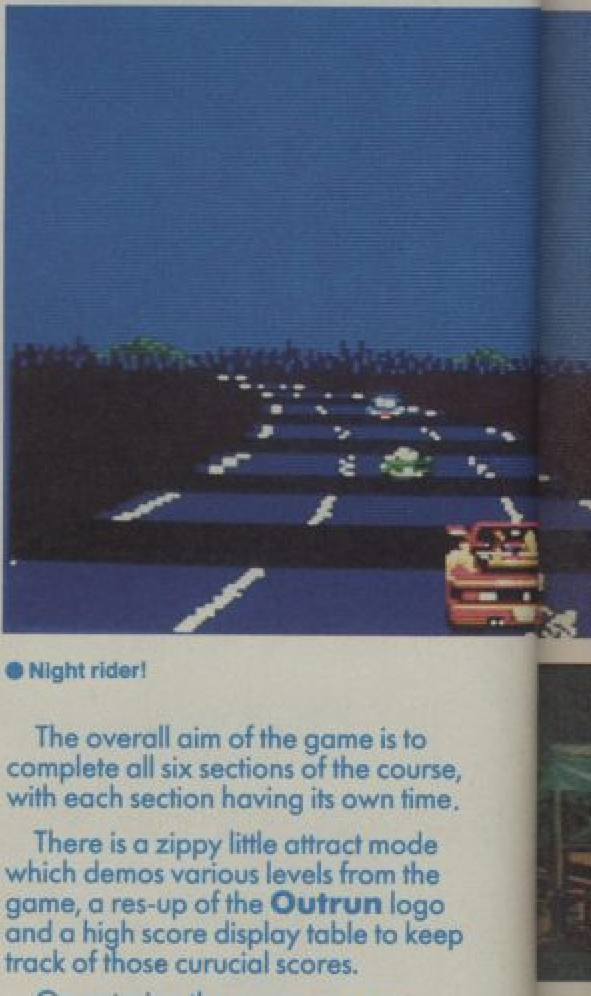
But if there's anything you'd like to see on these pages write to me at Mean Machines, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AV.

TAK

● **Outrun** is the current hot car racing sim from the arcades at the moment, it comes on a 256K cartridge for the **Sega** and will retail at £24.95. The version I reviewed was pre-production and has a few rough technical pre-production and had a few rough technical edges, but there was enough there to convince me of its quality.



● Outrun pile-up!



● Night rider!

The overall aim of the game is to complete all six sections of the course, with each section having its own time.

There is a zippy little attract mode which demos various levels from the game, a res-up of the **Outrun** logo and a high score display table to keep track of those curucial scores.

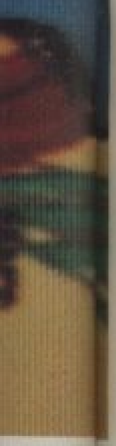
On entering the game you can choose from three backing jingles — *Passing Breeze, Splash Wave* and *Magical Sound Shower* (my fave!) You are then placed on

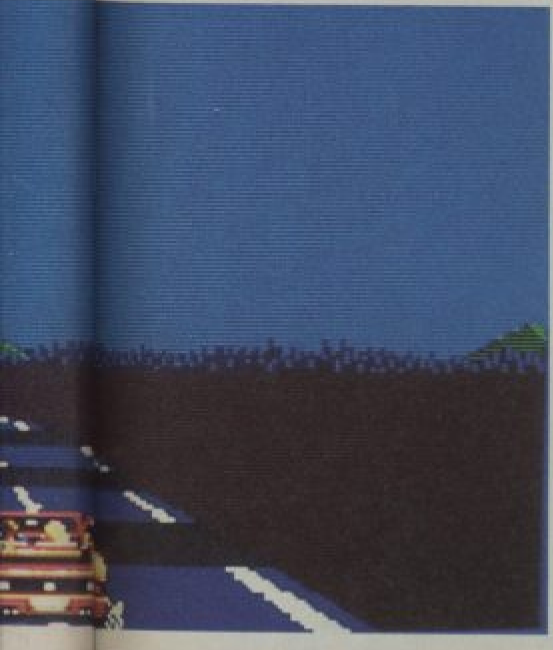
the start line in your £74,000 Ferrari Testarossa with the flag-man happily waving you on.

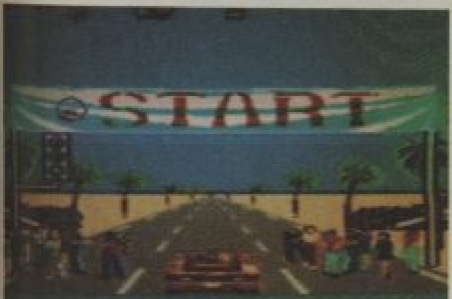
The graphics are minutely detailed and you could really mistake this for the arcade version. Even better, this game plays like the arcade, and you can use the same tactics as you did on the coin-op.

You find yourselves driving blind into and through corners not knowing what is at the tip of a hill or around the next bend. The backdrops and signposts all whizz by convincingly and in colourful detail. The road widens periodically from one to five lanes and various hazards in the form of cars (— from Porches to VW beetles) — and sharp bends appear out of nowhere to threaten you.

Here is the bottom line **Outrun** on the **Sega** has all the thrill power of the arcade version, it has detailed, colourful, graphics and it even managed to keep me away from MY flash red sports car







● Ready to Outrun!

for many an hour. Need I say more? . . .

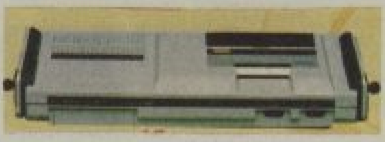
● T.T.'s Thrill Rating — 9

NEWS

● In case you are wondering just what the Japanese systems look like, then wonder no more. As you can see the **Sega** unit is longer than the UK version and has the controllers attached to its sides. The joystick ports and card slot are at the front with the cartridge fitting on top. Which do you prefer, the white of Japan or the black of the UK? The **Nintendo** unit is nice



● Japanese Sega



● Japanese Nintendo

and compact, again the controllers fit snugly into its sides. Unlike the UK model the cartridge slots in on top, and it has a thin profile. Another difference is that Japan has a disc drive system for the **Nintendo** which nobody (except yours truly!) has mentioned before. Think of the games potential . . .

● All you boxing fans can sleep easy as **Punch-Out** has arrived for the **Nintendo!** No release date has been set for the UK, but as soon as I know, you'll know!

● That old classic **Zaxxon** has been revamped, and **Sega** will be releasing it for its



● Sega 3D Zaxxon

game system in November. This game features special 3D presentation with the **Sega 3D glasses,** so prepare to do some ducking and weaving as those missiles leap out at you.



● Before and After!



● It's before and after time! In my aim to bring you the inside snippets I have included a sneaky look at the prototype of the **Sega 3D Glasses** as well as a pic of the finished (and packaged) item. They really have a sci-fi feel and look to them. Aren't they cool . .

● I'm a real arade nut, so I' cheating a little bit this month by bringing you pics of **Nemesis 2** and **R. Type** on the **MSX** format.

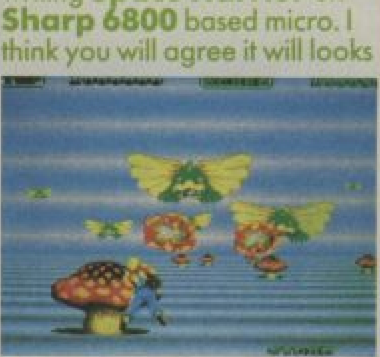


● Nemesis 2



● R-Type

● Finally a sneaky look at the 6800 scene in Japan. They too are getting into the new processor, they are currently writing **Space Harrier** on **Sharp 6800** based micro. I think you will agree it will looks



● Space Harrier

TONY'S TIPS

Since the C+VG team gave you all the hot tips for **Super Mario Bros** (boo hiss!!) I will have to settle with tips for **Alex Kidd in Miracle World** *(Sega)* and **Ikari Warriors** *(Nintendo).*

Nothing bugs me more playing a game than getting through to level 999,999 then dying with just one more level to beat! So here is a cheat for **Ikari Warriors.** When you have lost your last life and still on the game screen press the letters A-B-B-A on your control pad and you get three more lives continue where you left off.

You can also let a friend join you in the middle of a game by having him plug his controller in port 2 and enter the letteres ABBA.

TONY'S TOPSCORE CHALLENGE

Reckon you can beat my top scores? Well, here's your chance. I am throwing down the gauntlet to all you video addicts and challenging YOU to a head to head top score battle!

It doesn't matter what games system you own — all I want to know is your top score on your fave game, the level you've reached and any tips or tricks you've discovered.

Each month I'll put the best scores together and pick the winner — who I'll challenge to a battle of the giants at T.T.'s Games Tower in the heart of London!

I'll invite you in, show you round, let you play on my coin-op machines, maybe even feed you.

Send your hi-scores in on the coupon below OR just visit the C+VG stand at the Personal Computer World Show and give the coupon to a C+VG person.

T.T.'s TOP SCORE CHALLENGE

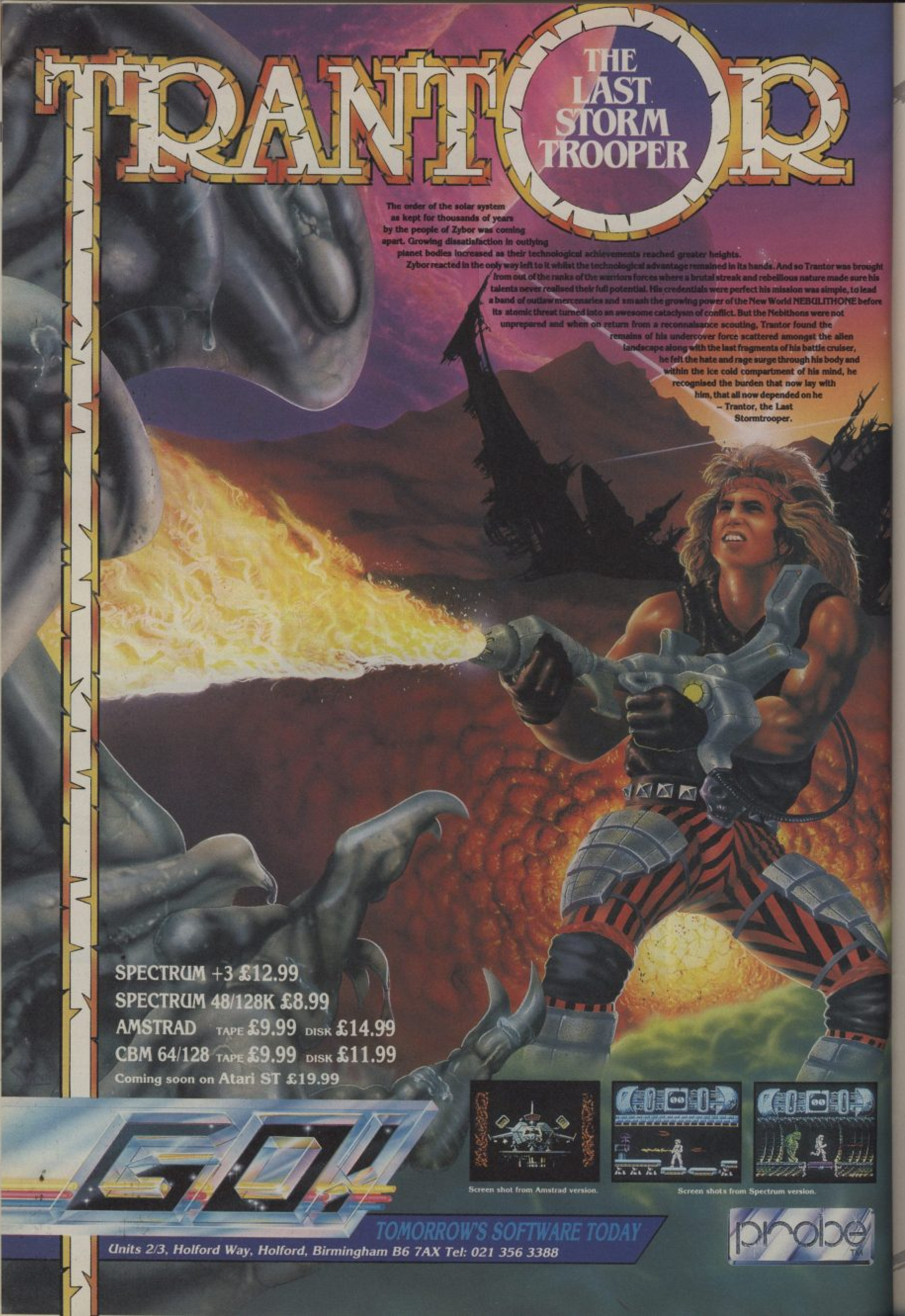
Name: ____________

Address: ____________

____

Game: ____________ Machine: ____________

Score: ____________



TRANTOR
THE LAST STORM TROOPER
The order of the solar system as kept for thousands of years by the people of Zybor was coming apart. Growing dissatisfaction in outlying planet bodies increased as their technological achievements reached greater heights. Zybor reacted in the only way left to it whilst the technological advantage remained in its hands. And so Trantor was brought from out of the ranks of the warriors forces where a brutal streak and rebellious nature made sure his talents never realised their full potential. His credentials were perfect his mission was simple, to lead a band of outlaw mercenaries and smash the growing power of the New World NEBULITHONE before its atomic threat turned into an awesome cataclysm of conflict. But the Nebithons were not unprepared and when on return from a reconnaisance scouting, Trantor found the remains of his undercover force scattered amongst the alien landscape along with the last fragments of his battle cruiser, he felt the hate and rage surge through his body and within the ice cold compartment of his mind, he recognised the burden that now lay with him, that all now depended on he – Trantor, the Last Stormtrooper.
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Screen shots from Spectrum version.
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ADVENTURE news

This month brings a sorry tale from readers, in response to **Heiz Schulte**'s difficulties with **Vonsoft's** *Arena*. A prize game offering "up to £60,000" you remember, which came with no instructions.

First, a letter from **Charles Sharp**, the author of the game, who shares Heinz's dismay over the way he has been treated by *Vonsoft*.

Charles himself is "totally disillusioned with the company". If you write to Charles, Heinz, enclosing an envelope with reply paid, he will give any help you need, except the answer to the competition question. Charles' address is: 4 Osprey Gardens, Sheffield S2 5GE, Yorks, Thanks, Charles!

So what was the matter with the package? Next in the pile was a letter from long-standing C+VG readers **Andrew Bethell**, whose younger brother bought a copy of *Arena*:

It arrived on a cheap cassette, in a brown envelope (no box) with a slip of paper reading "What is your enemy's weakness?" That was it! "I think it warrants looking into," writes Andrew.

Finally, **Michael Filippidis** of Cardiff, has actually managed to play the game to conclusion. "Lucky fellow" you are thinking enviously, "He must be £60,000 better off." You'd be wrong!

He sent off the claim slip to Vonsoft some 11 weeks ago and still has had no reply.

"Please will you get in touch with Vonsoft and tell them that I have completed their game. If this is not possible, than please print in your column the prize was just a big con," says Michael.

I passed all the details on to C+VG's ad chief **Garry Williams**, who reported that Vonsoft is no more. Yes — you were conned!

In the July issue, we recommended readers interested in joining a club to think seriously about subscribing to the **Adventurer's Club**. Unfortunately, we printed the **incorrect** address of the club.

The CORRECT address is 64c Menelik Road, (NOT 63c as originally printed) London NW2 3RH. (Telephone 01-794 1261.)

A year's subscription will cost you £11.95, but members of the ex-*C+VG* Adventure Club, can get a special discount of £1, by enclosing the special token printed in the final C+VG club newsletter.

The Members Dossier is the journal of ACL, and contains adventure clues, reviews, and articles by the likes of **Tony Bridge, Mike Gerrard, Pete Austin, Fergus McNeill,** and **KC.**

To celebrate its association with C+VG readers, it has now adopted a new format, with a distinctive front cover on coloured paper, the corner staple forsaken for a set right through the middle of the double-sized pages, making it much easier to handle and store. It is mailed directly to all members.

And here's your chance to receive this, plus all the other benefits of ACL membership, absolutely FREE!

Every month, thanks to **Henry Mueller**, I will be awarding one year's free subscription to the STAR letter to the C+VG Adventure Helpline. If you are already an ACL member, don't worry — arrangements will be made for your membership to be extended by a year — so you will still get the same benefit.

The winner of this coveted prize will be announced each month in these pages, starting from next month. So get writing!

New members of the ACL should note that the club issues a double sized Dossier at this time of the year, whilst it closes down for holiday during the month of September. The phone-in Helpline and all the other services of the club, recommence on 1st October.

After a long spell developing the **Knight Orc** adventure system, **Level 9** have two new titles in the pipeline. One will be a fantasy game, and a second, a modern day adventure.

Depending upon as-yet unsigned contracts, the modern-day adventure looks set to be published by **Rainbird Software**. Level 9's own new release, will be on show at their stand at the PCW Show.

Meanwhile, Rainbird are releasing *Time Into Magic*, a trilogy comprising updated versions of those old Level 9 favourites, *Lords of Time, Red Moon*, and *Price of Magik*.

Adventure specialists **Adventure Soft** are looking to produce a new adventure system for their future games. **Mike Woodroffe**, Adventure Soft's boss is inviting enthusiasts to write to him, to say just what program features they would like to see in the perfect adventure.

The third Kerovnian saga from **Magnetic Scrolls**, is due to hit the stores in October or November. Watch out for a preview version on demo at the PCW Show, at the end of September.

WIN PROJECT-X and O-ZONE!

Compass Software are the publishers of **Project-X, The Microman, Demon From The Darkside,** and **The O Zone.** Compass are offering 10 copies of *Project-x* PLUS *O Zone* to TEN readers who can answer the questions on our Compass Competition coupon.

The games are available for Spectrum only. In conjuction with the competition, Compass are offering the two games, normally selling for £5 the pair, at £3.95. If you wish to order the games direct, rather than enter the competition, fill in the Compass Order Coupon, and send it, together with cheque or P.O. for £3.95, to Compass Software, 36 Globe Place, Norwich, Norfolk NR2 2SQ. Or of course, you could keep the order coupon by you until you see the competition results.

COMPASS COMPETITION

Tick the boxes by the games below which you think were written using The Quill:

- ☐ Demon From the Darkside
- ☐ Hollywood Hijinx
- ☐ Frankenstein
- ☐ Bugsy
- ☐ The O Zone
- ☐ Dracula
- ☐ Guild of Thieves
- ☐ Robin of Sherwood

Name: ____________

Address: ____________

Post this coupon to: COMPASS COMPETITION, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

COMPASS COMPETITION

Project-X The Microman AND The O Zone, for SPECTRUM ONLY at £3.95

Name: ____________

Address: ____________

Send this coupon, together with a cheque or Postal Order for £3.95 made payable to Compass Software, to: Compass Software, 36 Globe Place, Norwich, Norfolk NR2 2SQ.

And don't forget C+VG's Adventure Helpline will be in operation at this year's PCW Show in London. If you're at the show, drop by and say hello to Keith and the team.


ACE 2
PILOT ONE
PLANES 03
SCORE
0000000
TAKE OFF
ARM AIRCRAFT
ACE 2
AIRCRAFT WEAPONS SELECTION
6×HEAT AIR-AIR
4×RADAR AIR-AIR
0×AIR-SHIP
PREPARE FOR TAKE OFF
PILOT TWO
PLANES 03
SCORE
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High speed one or two pilot action.
Computer opponent has advanced artificial intelligence at 20 skill levels.
Comprehensive options.
PILOT ONE
PLANES 03
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ACE 2
PILOT TWO
PLANES 03
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0000000
Air-air and air-ground combat.
Real time, real space action.
Equipped with two aircraft types and a variety of modern missiles.
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Spectrum 48 Cass. £8.95
Spectrum 128 Cass. £9.95
Commodore Plus/4 (64k) ... £9.95
IBM PC £19.95
Atari ST £19.95
(IBM and Atari for Christmas)
CASCADE
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ADVENTURE preview

THE ENCHANTR

Cult adventure author Fergus McNeill is well known for his Abstract Concepts, and you'll find them in force in his new adventure The Enchantress. Keith Campbell brings you an exclusive preview.

Fergus McNeill has been working on *The Enchantress* for over a year now, and it will be the first adventure released by his new company, *Abstract Concepts*. And that means no jokes!

Abstract Concepts has been set up to develop "serious" adventures unlike the *Delta 4* spoofs.

"What? You must have *some* humour in *any* adventure!" I protest.

"He sneaked in a message about using the rope when it was already in use: THE ROPE'S A BIT TIED UP AT THE MOMENT" says Fergus' fellow adventurer Colin Buckett.

"I took it out again!" insists Fergus.

Enchantress is the diary of a young girl in post swords and sorcery times. "Probably about the era of Kerovnia," suggests Fergus.

The object is to kill the Enchantress. To do this, you must catch her at worship — an activity she undertakes only at a certain time. You have to speak to other characters to discover the appointed time and place.

Clever use of magic is made in one of the puzzles, whereby the player has a choice of acquiring one of three spells — Freeze, Flow and Find.

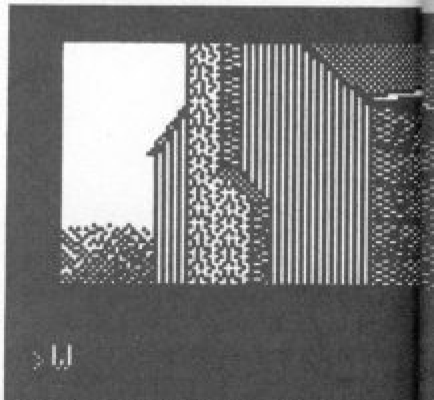
Each will solve the problem, but in a different way, and in so doing will make another problem more difficult had the spell not been used.

Players will get as much help in carrying out actions as is possible. The programme will unlock and open doors for you automatically if you issue a command to pass through — providing you have the correct key, of course. No more of this UNLOCK OAK DOOR WITH WOODEN KEY, OPEN OAK DOOR, frustration.

One of the features of Fergus' new adventure system is a variable time element, so that moving between adjacent locations will become more realistic.

Traversing from one end of a valley to the other, for example, may use up half an hour, whilst going from one room to the next in a building, will take only one minute.

"Will anyone else be using this new system?" I ask innocently, wondering if it might be a bit Quillish.



"What? I should hope not! We paid good money for it!" Fergus exclaims indignantly.

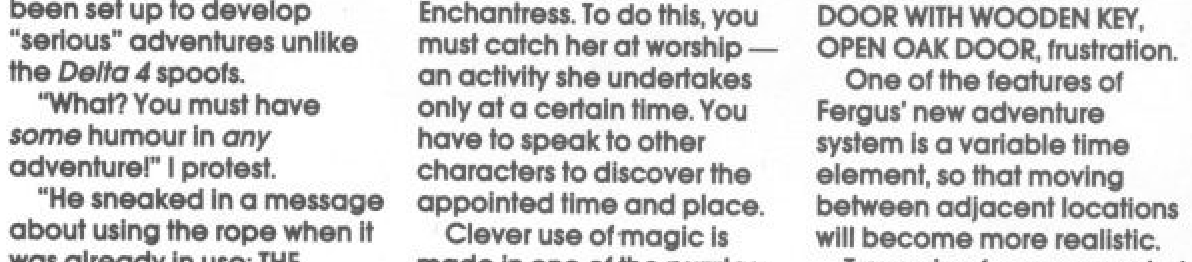
"Who to ?" I continue, relentlessly.

"Aha! There are an awful lot of people who would love to know that!"Fergus is giving nothing away.

Fergus is very proud of the new system which gives a completely new look to his games.

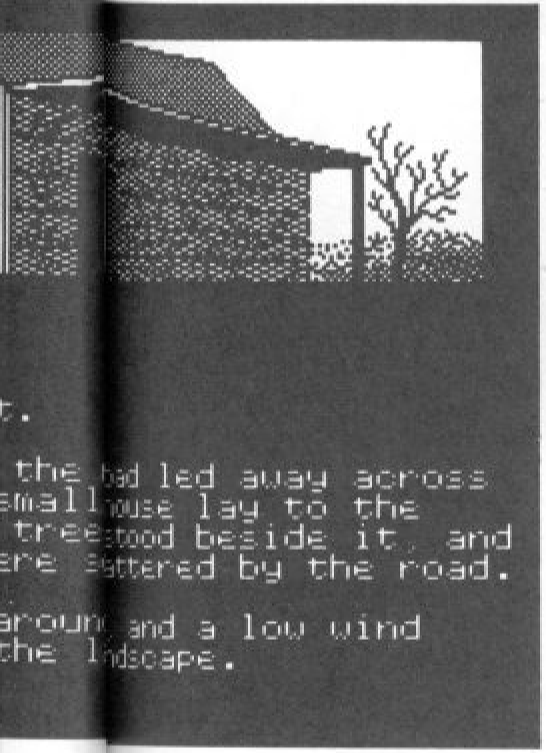
Deciding that he didn't have the time to develop his own — his original intention — he decided to limit himself to specifying what he wanted included in the design. He had it custom written — by a third party who was definitely remaining nameless!

Invisible to the user, the



RESS

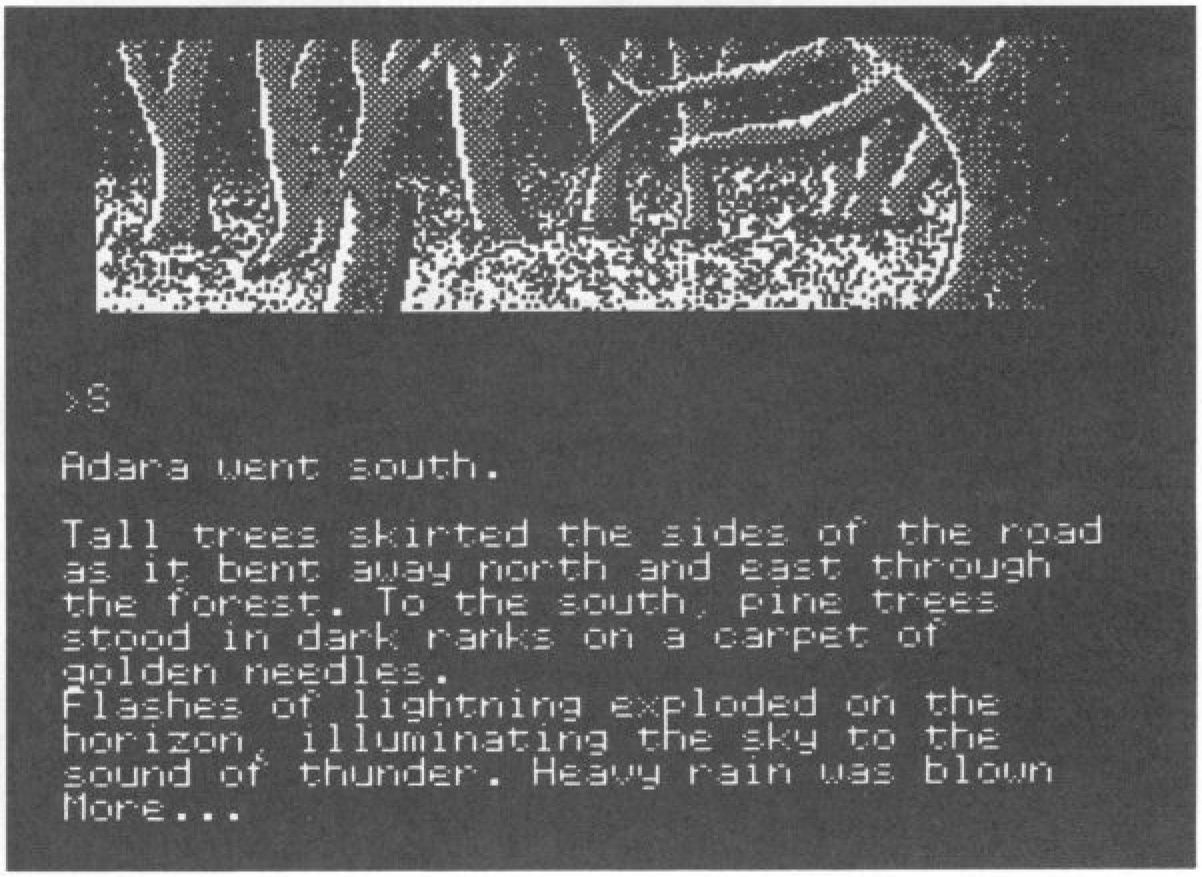
player's strength and constitution will be constantly monitored, and, if outdoors, the prevailing weather will affect the health of the



player, and his ability to do things.

And if something unpleasant has just befallen him, his nerves will be shattered. He won't be able to thread a fine needle if he has just had a nasty shock, for instance.

As well as including all the latest aids, like RAM SAVE, multiple commands, recognition of IT, OOPS, and VERBOSE/BRIEF, there will be an icon screen, which displaces the graphics with a "shutter" effect, at the touch of the enter key. From this screen an icon can be selected and its options toggled on and off. GRAPHICS/TEXT for example, shows a mini screen, displaying alternately microscopic pictures



and words.

System messages are superimposed on the icons, in an appearing and disappearing window.

There will also be a "previous command" editor. Now I've very rarely used an input text editor when it's been available, because so often I have found that moving the cursor to the required position in the text and then making the alteration, takes just as long as retyping the majority of commands in their entirety.

And let's face it, we all tend to use the simplest command required, most of the time, anyway.

But this editor has an additional feature. Suppose you have four rods: red, yellow, blue and white, and need to INSERT (colour) ROD IN SLOT, trying each in turn.

The editor remembers where you left the cursor, and repositions it automatically. So by recalling the previous command, (colour) can be changed with little effort, speeding up the input process.

"Have a drink?" asks Colin, interrupting the intense discussion on how the system works, carefully decanting a limited supply or orangeade into glasses.

"We'll go round the corner for pizza in a minute," promises Fergus.

The parser, too, has a unique feature — it automatically changes word-types if it doesn't understand what you have entered.

No longer will you get a reply like I DON'T UNDERSTAND (word) IN THAT CONTEXT, where (word) is known by the program, but not valid in the sense that you have used it.

Whilst graphics on Atari ST and Amiga will be in colour, machines like the Spectrum will get them in black and white.

That way the detail can be much greater, and indeed, with a coloured border, the screen looks really smart.

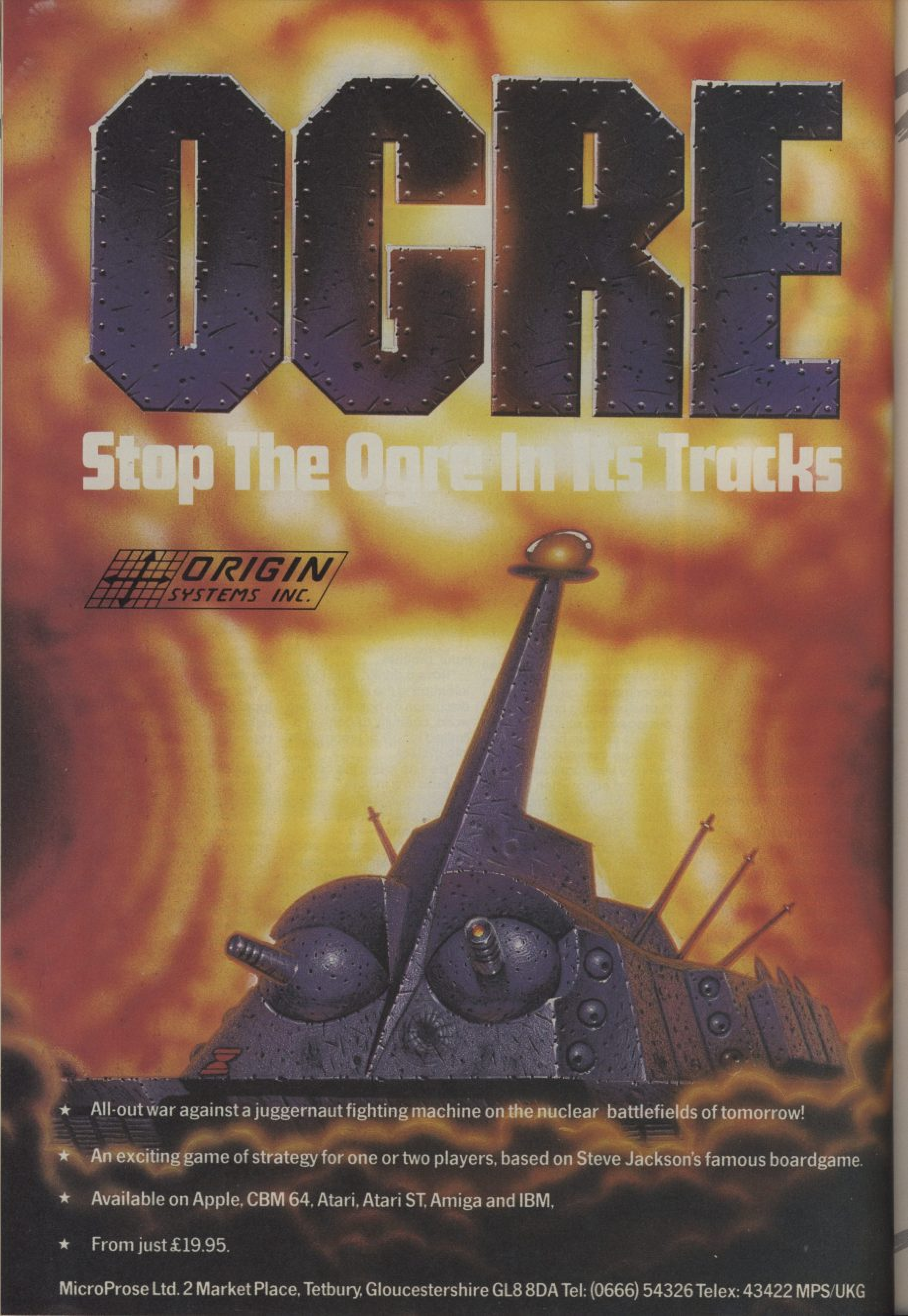
Smart isn't the word to describe Baldrick, Abstract Concepts Hamster-in-Chief. Baldrick is definitely a bit on the dim side.

"For weeks he kept toppling off his treadmill just as he got to the top. It was ages before he learnt that you have to walk on the inside of the wheel!" comments Fergus, disparagingly.

Someone who IS smart is new recruit to the McNeil empire, Anna Popkess. She has been working on a novel which will be turned into a new adventure called *Mindfighter*. It's based on the writings of Nostradamus and stars a character called Robin who must stop a devastating nuclear war.

He travels through time and generally has an exciting and thought provoking experience.

The concepts may be abstract but the adventures are shaping up to be blockbusters. Watch this space!


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ADVENTURE helpline

Are you floored by *Bored of the Rings* on the BBC? So is *Thomas Skelley* of Doncaster. He is trying to pass the dreaded Nazal in the C5 and wants to know who is paddling along in the inner tube?

Under intense cross-examination Delta 4's Fergus McNeill remained over tight-lipped. It appears the conversation, carried out by a third person, who was not faithful to the original.

However, information reaches, me from my 18-year-old nephew Karl Manning of North Baddersley, near Southampton. He didn't actually know Fergus personally, but "knew someone who did". It turns out this "someone", name of Ian, is our much sought after BBC converter. Are you out there. Ian? Please help us.

John Beff has been talking to a horse-headed child via a bird-head, in an effort to get a silver key to enter the mind of Eva Fein. Who can help him, *Mindwheel?*

Macro Andreoli of Turin, has year of National Service recently completed, is now back at adventuring. But can he find the 10th treasure in *Hollwood Hijinx*? Is it in the bomb shelter, he asks? If so, he can it without a source of light?

A. J. O'Donovan is having trouble meeting Long John Silver in *Treasure Island.* Who knows how?

Paul Blythin of Ulceby bought *Colour of Magic* when it first came ought, and has still not managed to get a reply when he came out, and has still not managed to reply when he tries to talk to someone. And he wants to get Twoflower to go go his room.

How do you deal with a torturer. If they hadn't already · been extracted, *Tony Norris* of Woking would be biting his fingernails over this. He is playing *Temple of Terror.*

Anyone out there with a VIC? Do you know the SYS code required to type in to start a Scott Adams adventure cartridge? Mrs Samuels of Gillingham has just brought their old VIC out of retirement, and can't replay any of those old games — she's forgotten the code!

Colin Joss, of East Lothian, has got a fair way in Winter Wonderland, but is stuck at 63 per cent. He knows he needs the stakes to get to the island, but how can he get rid of the bee, and what is the banana for? He also has a hankering for the mallet, even though he dosen't know why!

Helen Goddard had a recent *Spytrek* problem, involving giving money to the tramp.

Seeing the problem in the Helpline prompted a letter of help direct to her from a friend. It seems the preceding moves must all be carried out in a set sequence, or the tramp will not oblige.

See the clues section for the moves — using that sequence, you should end up with 10 coins, seven of whichhast be give to the tramp.

Vince Smith of Ifield has all the evidence about Hurn, such as the laxative packet and the cab. He knows that Hurn is Moriarty, but every time he redials Lestrade, he won't believe Vince has the evidence. How can Vince get into Hurn's cottage, and where can he find Lestrade?

Oliver Moraz is French, and with four friends, he is writing an adventure for the Amstrad. The original text will be in French, but Oliver is looking for someone who can, perhaps with some help from himself, translate the French into English.

In particular, Oliver is looking for someone who can help with the English sense of humour.

The English version, Oliver hopes, will be published sometime before Christmas, by a well-known company. If you speak French, and are interested, send details about yourself, including age, and details demonstrating your interest in adventure games, to Olivier Moraze, at 25 Edmond Roussin, 35300 Fougeres, France.

ADVENTURE clues

Help this month comes from ? *Paul Arendt*, Guildford; *Hugh Walker*, Guildford; *R. Henderson*, Liverpool; *Pauline Garnett*, Andover; *Helen Goddard*, Dagenham; *Russell Mills*, Bodicote; *Aage Christofferson*, Denmark; *Simon Lyle*, Lewes; *Huw Howells*, Llanidloes; *tony Norris*, Woking: *Mike Thomas*, Caerphilly.

*

BUREAUCRACY:
You nedd genuine cash for the cab ride to the airport. For ID and password, include the hyphen!

THE SANDMAN COMETH:
Insert the globes in the order green, mauve, orange.

BUGSY:
If you buy a costume, you get the clown's costume. Don't get a police costume — get a police uniform!

TERRORS of TRANTOSS:
Put boulder on slab to open portcullis. Insert staff into hole to open the crystal lid. (Say LYTE to make the staff glow)

KENTILLA:
Tie the rope to the stalacmite and pull it. Then do it again!

MINDBENDER:
Lift a flagstone, ring the bell then you can escape the cell.

SPYTREK:
Order of play to the tramp problem (C-64 version): EXAMINE LID, LIFT LID, DRAW CURTAINS, EXAMINE SUIT, EXAMINE POCKET, TALK TO DRIVER, EXAMINE INSIDE POCKET, TAKE WALLET, EXAMINE WALLET.

REBEL PLANET:
Tap crystal with fork to enter.

RING OF POWER:
To pass the custodian, read the poster.

SPHINX:
To find the Sphinx: Go north from the pirate's hideout into the desert, then E N S E W E S N S E W E S N S E W E S N.

MESSAGE FROM ANDROMEDA:
To kill the alien, throw the space axe at him.

RICK HANSON:
Attack the general with the razor.

KAYLETH:
Enter the socle, and descend to the Zenron Temple without rod, cube, or pyramid.
Give the Qnuts to Dribble, and examine Yagmok's quarters for an Azap code.

DODGY GEEZERS:
A book on sewers makes interesting reading!
Wait until you have the right gang before attempting the manhole. And don't go crackers!

LAPIS PHILOSOPHORUM:
Swing the amulet to get out of the city.
Bring something back for the blacksmith. A knife, lamp, shovel, and axe, are more use than a pig!

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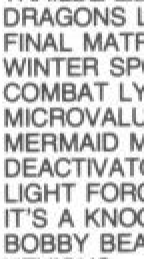
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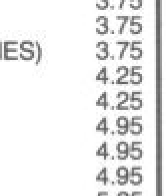
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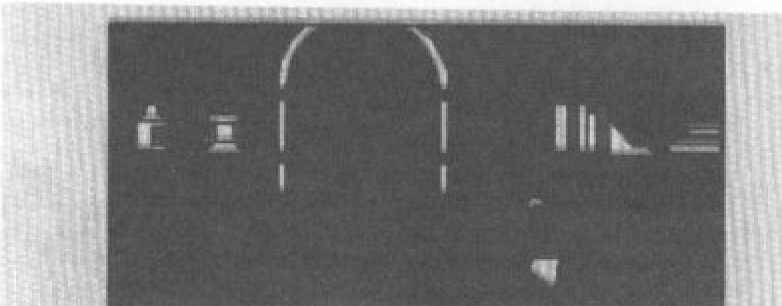
ADVENTURE reviews

DOUBLE GOLD

- **MACHINE: AMSTRAD (CASSETTE) £7.95 EACH**
- **SUPPLIER: INCENTIVE SOFTWARE**
- **REVIEWER: KEITH**

Double Gold is Incentive's label for packages with two adventures on one cassette. The only thing the games have in common is that they ahve all been written using Incentive's Graphic Adventure Creator.

Here I look at two recently released Double Gold cassettes for the Amstrad: *Top Secret* plus *Mountains of Ket*, and *Sharpe's Deeds* plus *The Black Fountain*. Other versions will follow if these adventures prove to be a success on Amstrad.



TOP SECRET

As an ace reporter, you are approached by a Government "mole" about a new weapons system on which you have been working, and which is likely to change the world's balance of power. You are asked to enter the top secret military establishment, and expose the story.

Having agreed and knowing the approximate location of the underground complex, you set off into the countryside. It is now a matter of finding one of the two entrances, and getting in unobserved. Not so easy, for a likely route through a drainage tunnel leads to a gassy death, or alternatively, death by mauling dogs. Of course, there could be a way round this ....

Taking another route leads you to the nearby farm, and this is where total frustration with the game sets in. A coat is hanging on the line in the back garden, but GET COAT merely provoked the program to tell me I couldn't, with no hint, even after examining both coat and line, as to why.

Perhaps, then, I wasn't yet in the back garden? So I entered the back garden, and the police immediately arrested me as a thief — they had been called in by the farmer.

Not very inspiring to play, despite the possibilities that such a topical scenario had to offer.

Coming with *Mountains of Ket*, that golden oldie in illustrated GAC form, is the saving grace in terms of value, for this package.

- **VOCABULARY** 5
- **ATMOSPHERE** 5
- **PERSONAL** 4
- **PACKAGE VALUE (including Ket)** 7



STATIONFALL

- **MACHINES: COMMODORE 64/128, ATARI XL/XE, AMSTRAD PWC/CPC, ATARI ST, AMIGA, MACINTOSH, IBM PC, APPLE II**
- **SUPPLIER: ACTIVISION/INFOCOM**
- **PRICES: £24.99 (C64/129, ATARI XL/XE, AMSTRAD) £29.99 (THE REST!)**
- **REVIEWER: KEITH**

Here I am, a Lieutenant in the Stellar Patrol's Paperwork Taskforce, just arrived on space station Gamma Delta Gamma 77-G 59/59.

I travelled with my faithful robot companion Floyd in a space truck, on a top priority assignment to pick up 24 pallets of forms.

Without them, my base is unable to request the forms necessary to acquire some urgently needed black form binders, so you can understand the urgency of my task.

The space station has the forms in stock, of that I have no doubt, since it is here that all forms are made, printed, packaged, and recycled, using the great forests of nearby plants as raw material.

Indeed, forms are the raison d'etre of the entire station — and how fortunate we are indeed to have such a facility.

With a scenario like that, you could be forgiven for thinking that this is a satirical or comic adventure. You'd be wrong. A more gripping sci-fi thriller I have yet to play!

Your average thriller-adventure single-mindedly concentrates on the plot, with perhaps a few funnies thrown in for good measure, the above mentioned sub-plot runs strongly throughout *Stationfall*, and it is of such stuff that Infocom games are made.

As I step out of the docking bay, I notice the station is unusualy quiet. Where is everyone? A look in on the Commander's log reveals that there has recently been trouble in the "village" — a sort of shanty town of assorted spacecraft connected to the station by flexible pressurised tubes.

Fuel cells have gone missing, Village Access forms have been falsely validated, and ID cards have been faked.

The Commander has obviously had a trying time recently, since as if that wasn't enough, a ship of unknown origin was spotted drifting in space in the vicinity of the station.

It was towed in, and found to contain nothing but the

SHARPE'S DEEDS

Your great-uncle has died, and, a much travelled collector of artifacts, he left them all to you in his will, provided you spend a night in the village of Stapley.

It is not long before you are reading a note conveyed to you by the solicitor executing his will:

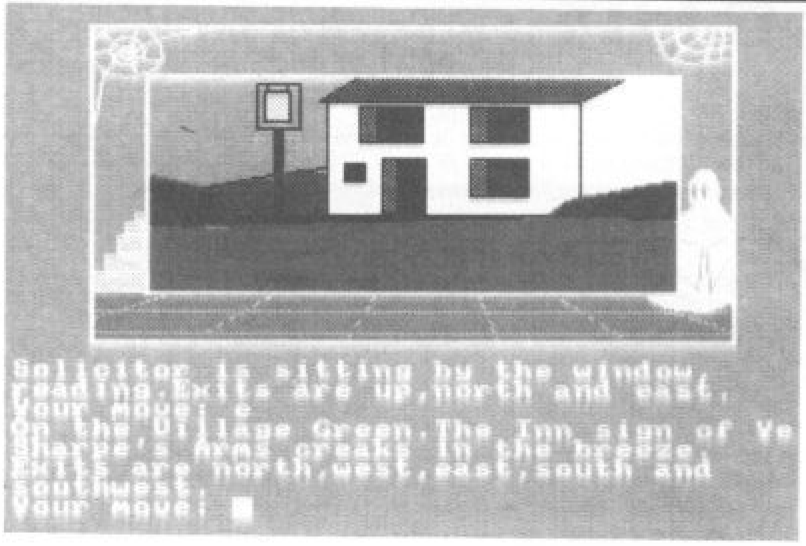
"A dozen treasures and deeds you'll need,
'Ere as my heir you can succeed."

A ring of familiarity, perhaps, in the plot, but then this game is completely different from anything Infocom ever did.

With this in mind you set out to explore the village — with a "Hello, old man! Mornin', baker! God bless, vicar!" and all that, as you wander around collecting objects likely to help you in your quest.

This is a graphic adventure, although not all the locations have a picture. On the whole, the indoor pictures are rather drab, whilst when out of doors, the graphics tend to complement the rustic atmosphere, which comes over nicely.

Not a difficult adventure, and with an adequate vocabulary, Sharpe's Deeds should help pass a few pleasant hours.



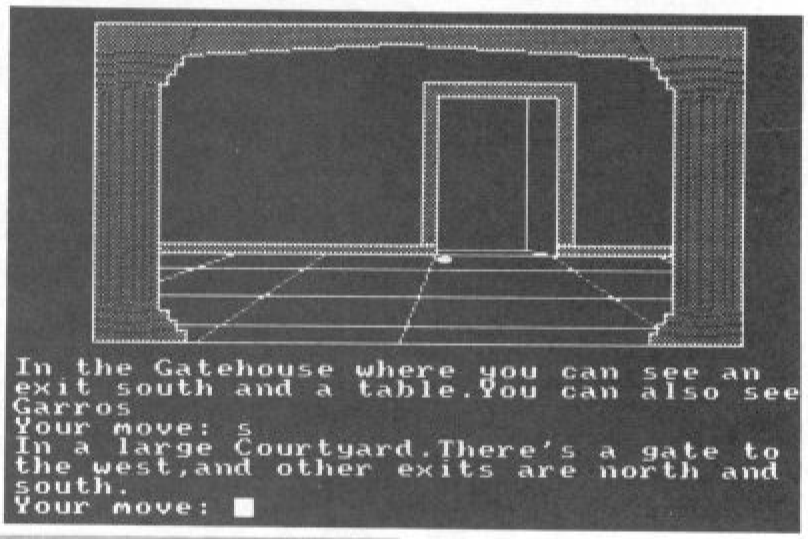
- ▶ **VOCABULARY** 7
- ▶ **ATMOSPHERE** 8
- ▶ **PERSONAL** 7

THE BLACK FOUNTAIN

On the planet Areth, you are Shardor, a humble servant. Your three older brothers have gone on a mission to investigate a fountain of black water, made by the evil eccentric Abhaldos, which is polluting the rivers.

Not having any faith in the abilities of your brothers, you plead with the High Chancellor to be given leave to follow after them, and help with their mission.

First there is the Court to explore, for othr than the tunic which you are wearing, and a scroll authorising you as a court official, you are empty handed. Then, it's out into the big wide world, always assuming you can open the gate!



Next! the search seems to be for money, or else you're not going to get any of that real ale which Brusto, down at the brewery, makes. Huddled around the town hall square are a group of buildings, and alien is the last thing they seem — in fact, they have more of a Roman air about them.

Atmosphere apart, this is another reasonable and light-hearted adventure, that goes well with its cassette-mate.

More *Gold* packages are planned by Incentive, and if they are all up to this standard they'll be well worth checking out.

- ▶ **VOCABULARY** 7
- ▶ **ATMOSPHERE** 5
- ▶ **PERSONAL** 6
- ▶ **PACKAGE VALUE (whole cassette)** 7

---

decaying skeleton of an alien being, and a small pyramid on a pedestal.

The pyramid was put in quarantine in the science quarters, while attempt were made to decipher a series of strange dots marking the hull's interior.

These attempts were unsuccessful, despite being run through the most powerful computer programs available.

The space station is huge — and a full set of detailed plans are provided in the package. Exploration is therefore an easy matter, from the garden dome, down through the mess hall and library, theatre, laundry and chapel, past the crew accommodation levels to the nerve centre of the shop at level five.

All is not well aboard. The station's monitors indicate that Printing is at condition red. It seems that one of the collating machines, the very machie scheduled to process the request forms you need, has inexplicably broken down.

Other important functions are deteriorating to condition yellow. Not to worry, though, for computer control is at green, and so for sure it will all be sorted out before long.

Down more levels, then, to seven, which houses the all important printing centre. It is here that perhaps the first sinister overtones appear.

You can't go any further, since the levels below which house life support, power, and computer control, have been sealed off — from underneath! And from time to time some very strange noises and throbbing vibrations are heard through the floor...

Meanwhile, quite unconcerned, Floyd, that irrepressible little robot you teamed up with in *Planetfall*, has palled up with a local poetry-reading robot by the name of Plato.

Their incessant light-hearted chat about matters personal to robots, is costantly in the background — and before long it begins to unnerve me, as I struggle against time to solve the mystery of what is going on, more anxious by the minute to put a stop to it.

As a precaution, the captain has locked up the village access forms, and hidden the validation stamp. This is a problem worth pressing, for once entered, the village proves to be a large sprawling area, housing many essential objects.

But as far as life goes, it, too, is deserted, save for an ostrich and an Arcturian balloon creature.

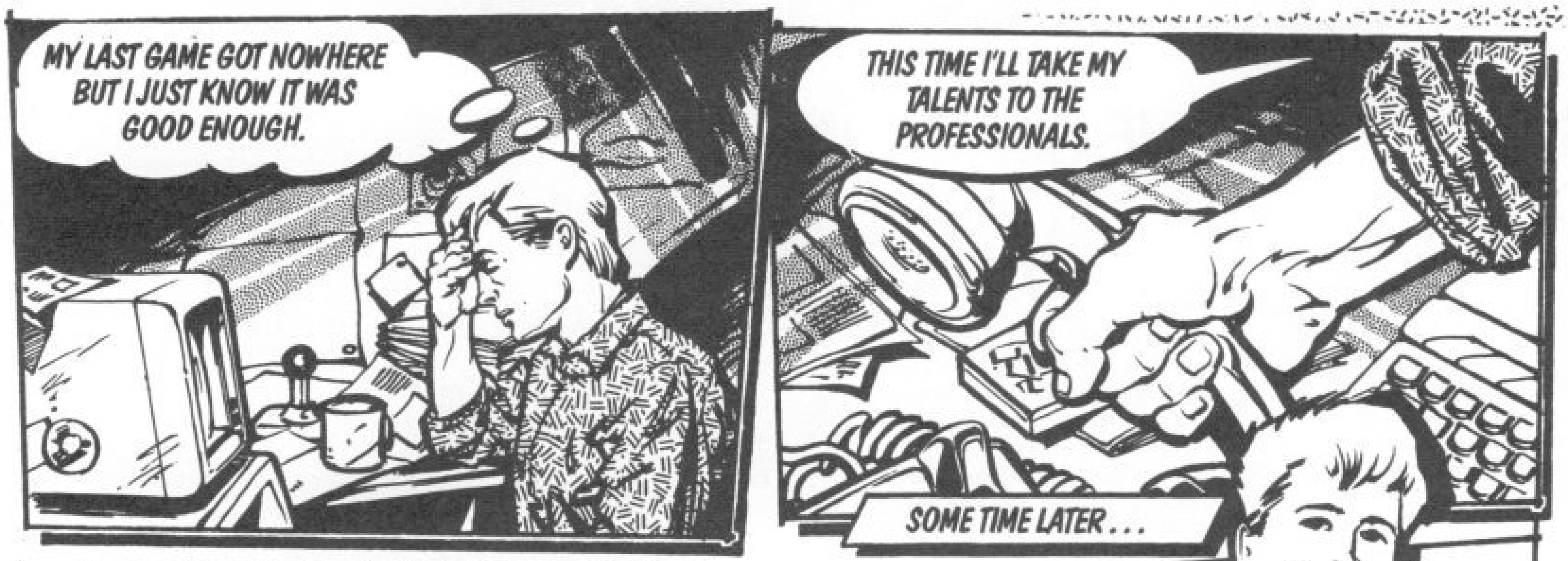
Arcturian balloon creatures, as you are probably aware, propel themselves by the explusion of digestive gases.

I've been stuck now for some six play-hours, over half way through, and I still keep coming back for more!

C+VG HIT!

- ▶ **VOCABULARY** 10
- ▶ **ATMOSPHERE** 10
- ▶ **PERSONAL** 10
- ▶ **VALUE** 9

GROW INTO A BIG FISH IN A BIG POND.



..WITH OCEAN

BUT FIRST THE BAIT If you haven't heard of Ocean then you're probably not the person we're looking for, (unless you've been living on another planet, in which case we'd be delighted to meet you).

Ocean Software is sold worldwide and it's producing maximum sales revenue. **That means a lot of money for someone. That someone could be you!**

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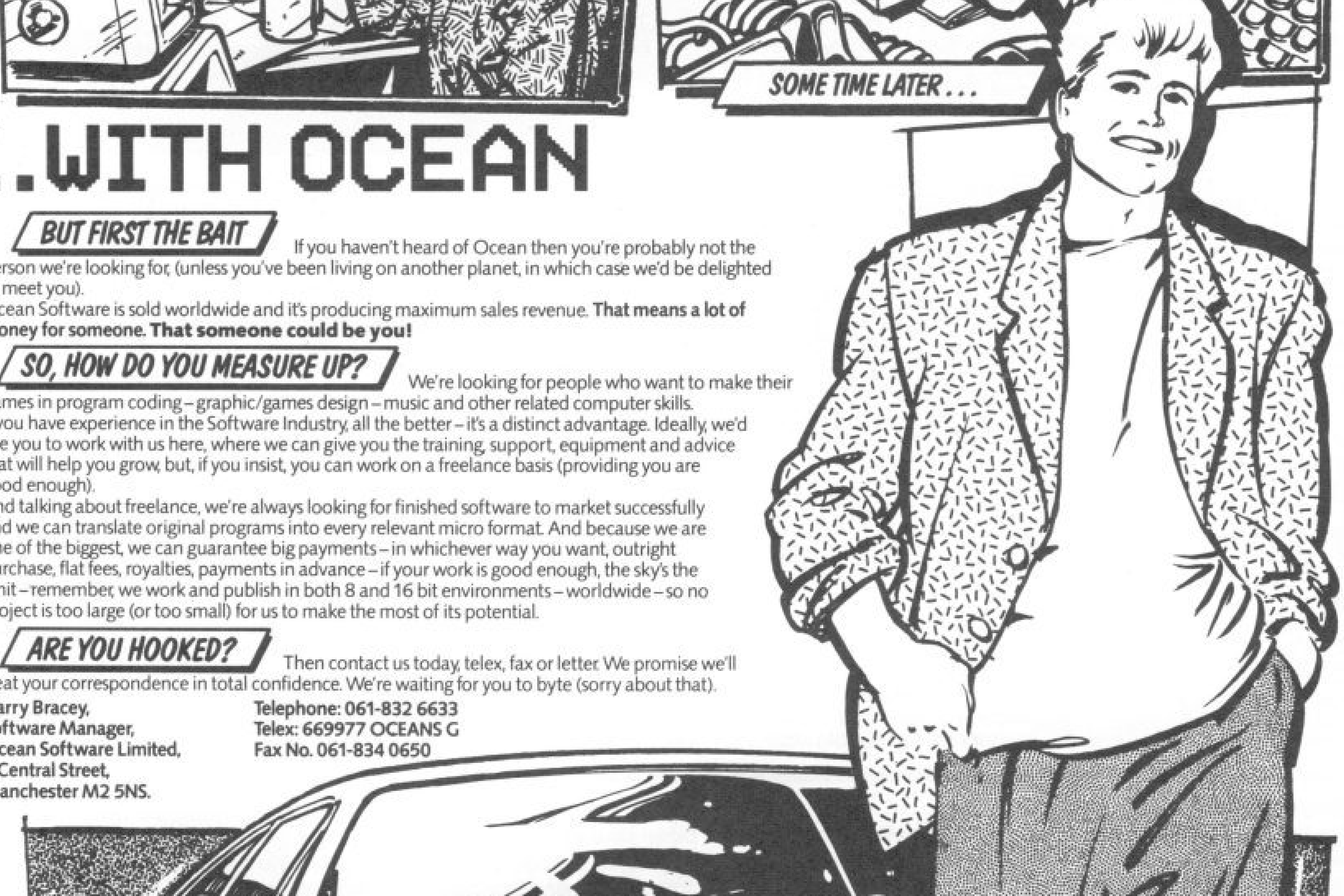
If you have experience in the Software Industry, all the better – it's a distinct advantage. Ideally, we'd like you to work with us here, where we can give you the training, support, equipment and advice that will help you grow, but, if you insist, you can work on a freelance basis (providing you are good enough).

And talking about freelance, we're always looking for finished software to market successfully and we can translate original programs into every relevant micro format. And because we are one of the biggest, we can guarantee big payments – in whichever way you want, outright purchase, flat fees, royalties, payments in advance – if your work is good enough, the sky's the limit – remember, we work and publish in both 8 and 16 bit environments – worldwide – so no project is too large (or too small) for us to make the most of its potential.

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Garry Bracey,
Software Manager,
Ocean Software Limited,
6 Central Street,
Manchester M2 5NS.

Telephone: 061-832 6633
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Fax No. 061-834 0650



ocean

ADVENTURE round-up

Star *W*reck

- MACHINE: AMSTRAD
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.99
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 5

This, as the title suggests, is a rather corny Star Trek spoof.

As Captain James T Cake, you command the Starship Paralysed. Together with your crew, Lieut Yahoo, Mr Zulu, Mr Checkout, and Mr Spark, you are taking to the planet Dandrox.

There's quite a lot of starship to explore, but most of it consists of "empty" locations, described with a section number and deck level.

The vocabulary, on the whole, is adequate — until you try to do something a little special, such as using the transporter. Then, words begin to fail, and no clues are given to point you in the right direction.

Like *Life-Term*, this is also by Charles A Sharp, and probably GACked. Both games suffer from the problem that the text window is very small, and the location description, together with its object list, soon scrolls out of sight. Therefore, if there are three or four objects which you want to take, the descriptions are lost before you can get them all. If there is a command that turns graphics off, I didn't find it.

Life-Term

- MACHINE: CBM 64/128
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.99
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 3

In a future world where commercialism is everything, and the rich get richer, you are sentenced to life for a murder you did not commit. Sent to run a refuse re-cycling plant on a planet dedicated to that purpose, your objective is to escape!

This is graphic adventure has the hallmarks of being GACked but doesn't say so. The instructions on the inlay are minimal, comprising of a lsit of some available commands, and they are very unusual ones, such as CORRUPT, INVESTIGATE, and CHAT. It doesn't say how you use them.

With very scant locations descriptions, and abrupt text, this adventure does not give much encouragement.

A number of commands, such as SLEEP, seem to be soaked up with no message at all, and it is difficult to tell whether you are having any effect, or the command has been overlooked in the coding.

The map is unnecessarily illogical, and once out of the dome and onto the landing pad, one seems to be stuck outside forever — whether by accident or design is difficult to tell.

Uninspired pictures contribute to a fairly drab and awful game.

Suds-The *Adv*enture

- MACHINE: BBC/ELECTRON
- SUPPLIER: RIVENDALE SOFTWARE (MAIL ORDER FROM 95 PRINTON AVENUE, MANCHESTER.
- PRICE: N/A
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 7

As the name suggests, this is a spoof based on soap operas. A Quilled four-parter, each part takes on a the theme of a different programme.

Emmeroid Farm features in part one, while in part two your aim is to survive the rigours of Abdication Street. Cross Eyes Motel and the Dead End of London appear in parts three and four.

In text only, there is a LOCATION command, which displays the current location number — useful, says the instructions, for mapping mazes. And you certainly get 'em!

But are mazes really necessary, now that we all know how to map them? To my mind, they just hamper play, without adding anything of interest. And the author himself seems to agree! Just as I was getting fed up with mapping an interminable forest, I got the comment 'I'M BROWNED OFF WITH ALL THESE TREES!

Not a bad series of adventures, they are quite well written, with a sense of humour. But the package is, perhaps, a little expensive when compared with the better budget games around these days.

Operation Berlin

- MACHINE: SPECTRUM
- SUPPLIER: WRIGHTCHOICE SOFTWARE (MAIL ORDER FROM PO BOX 100, 159 WELBECK CRESCENT, TROON, AYRSHIRE
- PRICE: £3.95
- REVIEWER: STEVE
- QUICK-GUIDE RATING: 7

The sequel to *Operation Stallion*, this is the second of a trilogy offering a £500 prize to the first person who solves all three. Most of the bugs that made Stallion such a chore to play are gone, making it much slicker.

Again, you play an agent allowed to operate outside the law. However this privilege does not come cheap. If you fail on any mission, a miniature bomb implanted in your skull will detonate …

You begin at Heathrow Airport, at the start of a vacation, but on reporting to the information desk, you learn something important has cropped up. You must report immediately to CJ, a man who is in constant contact with the Prime Minister.

An important scientist has been kidnapped. A quick air journey, and you're in Berlin, with the KGB tailing you. After a rendezvous with a double agent, the action moves across the Iron Curtain, via the notorious Checkpoint Charlie.

Slowly, you will manage to fit the puzzles together as you plunge deeper and deeper into the shadowy world of espionage, the premature termination of your existence being likely more than a few times! Wonderful things these RAM saves!

COMING YOUR WAY

Here are the games that arrived too late for review this month. Watch for the lowdown on the best in November's C+VG.

THE PAY OFF

A re-release of the Atari adventure, from Bug-Byte. On cassette for Commodore 64 and Atari, priced £2.99.

RICK HANSON

Substantially re-vamped Amstrad version of Robico's BBC original. Cassette £9.95. Substantially revamped review in the next issue.

THE HUNT — SEARCH FOR SHAUNA

Robico's first graphics adventure for the BBC. Cassette (£9.95) and disk (£12.95) versions available. Review and competition next month. Don't miss your chance to win a copy from among 10 cassettes and 10 disks on offer!

BOOK OF THE DEAD

CRL release of graphic adventure by Essential Myth. Spectrum, £8.95. Been knocking around for nearly a year — seems the game has found a publisher at last.

GAC PAC

A suite of add-on utilities, and book of useful tips for GAC users, for Spectrum. Essential Myth, £5.95.

ADVENTURE

The Fiend....

Revenge is sweet, so they say. After months and months of being plagued and tormented by the Fiend of Faringdon, Keith Campbell attempts to get his own back by sending him *Inspector Flukeit* to review. Campbell's chuckles could be heard all day. "That'll teach him, he laughed. The Fiend was not amused. Campbell may live to regret his actions.

It was the end of another perfect summer's day. The sun was setting in a blaze of glory, silhouetting the angular outline of Faringdon Folly, as it stood swathed in mystery atop Folly Hill.

The simple country folk of Faringdon were about their rustic pleasures, and the Fiend had settled comfortably in his pit, deep in the caves beneath the hill.

Only by feeding the Fiend regular inputs of adventure software can his excesses be kept to a minimum, and it was with eager anticipation that he unwrapped the latest peace offering from KC.

With claws atremble, the Fiend loaded up Old Faithful, and set to with a will. All should be safe tonight, as he would be too busy to bother the humble mortals hereabouts with his public nuisancing.

The moon rose full over the sleeping town, turning its streets into rivers of silver. Save for the subdued ribaldry from the local inn, all lay in stillness.

And then came a howling from the hill! Children awoke, screaming with terror, the singing from the pub was stunned into horrified silence, and many a brawny bravo blanched and quailed at the fearsome bellow.

And for those with the wit to understand, there were words to be heard in the Fiendish shriek: "I'll get you for this, Campbell!"

In some feeble attempt at revenge for the Fiend's little japes over the past two years, KC had taken upon himself to send *Inspector Flukeit*, knowing full well that it contravened nearly all of the Fiend's rules of how not to write an adventure, which you may remember from a recent issue of C+VG.

It was with disbelief that the Fiend encountered the independently minded characters, who wandered aimlessly and pointlessly about.

With incredulity he witnessed the drawing of feeble pictures that scrolled straight off the screen again.

But it was the agonisingly slow input and response that aroused the Fiendish wrath.

I was suspicious right at the start, while attempting to examine the desk in the study. EMDK I had typed in at the first attempt.

This was swiftly followed by EXM EK and EXAM DEK before I finally forced myself to type at the sluggardly speed required. Being of a naturally inquisitive nature, I investigated. And unbelieveably, the operating part of the programme is written in Basic!

I could rave about a vocabulary that is all but non-existent yet knows FIFTEEN swear words.

I could rant about the illogic whereby the vicar calls the police to report you for grave-robbing if you dig in the graveyard even if you take him by car and deposit him miles away first. But I won't.

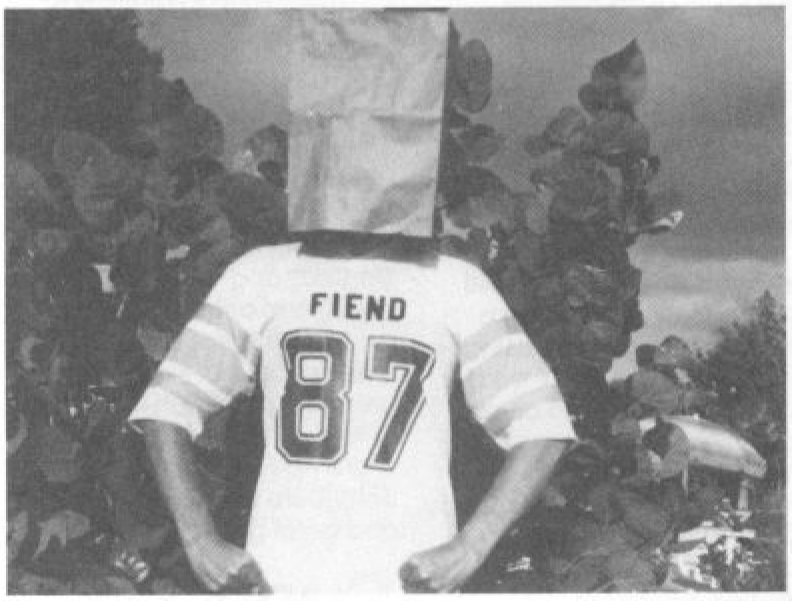
Let no mortal accuse the Fiend of being churlish, for the game costs only £1.99 after all. And it does have its good points.

For example, I was able to paint another masterpiece, study for another degree, and climb the north face of the Eiger during the time I awaited a response from the program.

But the irony of it all, is that if only the author has used some simple common sense and written the game using GAC, then is would have been of some merit, for the Fiend actually found the country manor/missing scientist plot not without some attraction.

Those of you who type at the rate of one letter per minute, and were able to maintain their interest while playing that other sluggard *Holy Grail* may find the game playable. It night just have penetrated into your feeble minds that the Fiend didn't.

I'LL GET YOU FOR THIS, CAMPBELL!



Fiend's Fury

▶ VOCABULARY	MICROSCOPIC
▶ ATMOSPHERE	DETECTABLE
▶ VALUE	JUST
▶ PERSONAL	IF ONLY . . .

So you thought that companies producing advantures knew a lot about them? Wrong! Sadly, the games are merely looked upon as "product" ... A recent example of this comes from *Jeff Hough* of Pontypool.

He was so chuffed when he completed *Shadows of Mordor*, that he rang the publishers to tell them! Were they impressed?

"*Shadows of Mordor*... oh yes, I think it will be in the shops by next week..." said a Melbourne Houseperson.

It seems I'm not the only one who dares to have opinions. *Matthew Conway* hates the adventure pages! He thought the old style was bad enough, but with no illustrations to break up the text, it is like reading all Infocom descriptions ever written in one go, says Matthew! And where did the adventure forum get to in the August issue, he asks?

The Fiend disagrees and what the The Fiend says goes. I WILL RETURN!


BY TONY CROWTHER & ROSS GOODLEY
NOW FROM THE T.V. SERIES
CENTURIONS
POWER X TREME
FROM TV SERIES
FROM TV SERIES
FROM TV SERIES
Choose from an awesome array of weapons and prepare for the battle of a lifetime!
Screen shots represent C64 version
★ POWER-X-TREME!!!
★ EXOFRAME ON AND READY!
★ ZAP MILLIONS OF BADDIES!
Ace McCloud, Jake Rockwell and Max Ray are THE CENTURIONS! Stop the evil Doc Terror in his desperate bid to destroy the world! Guide the Centurions through Space, Sea and Air, and find all six parts of the master key before it's too late!
SPECIAL FEATURES
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Multi-directional scrolling
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3 massive levels
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Amazing 'Exoframe' feature
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REAKTOR
C64/128 cass £9.99 C64/128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £8.99
CENTURIONS: © 1987 RUBY SPEARS ENTERPRISES, INC.





SEE US AT PCW, STAND 1511
MOEBIUS
Adventure through a complex and colourful Oriental world of magic, mysticism and intrigue. Moebius – fabled deity of the island Kingdom of Khantun – has chosen you, his disciple, to reclaim the stolen Orb of Celestial Harmony from the renegade warlord.
Featuring superbly animated martial arts and sword-fighting combat, Moebius is far better than other Far Eastern adventures. Strategically and tactically more challenging, this odyssey takes you through the realms of Earth, Water, Air and Fire. The dynamic playfield changes constantly as you travel across 26 terrain types, encountering earthquakes, rockslides, heavy rains and heat waves. Graphics are top-notch and you can communicate with all the townspeople. There are 2 distinct magic systems, mixed combat modes and a fearsome array of enemies.
Strategy, planning and quick thinking are essential to reach the final confrontation in this engaging and unique fantasy.
Moebius fills both sides of two disks and is available for the CBM 64, Amiga, Atari ST and Apple.
Prices from £19.99.
The Black Belt Of Martial Arts Games
ORIGIN SYSTEMS INC.
MICROPROSE
MicroProse Software Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 43422 MPS/UKG

FANTASY

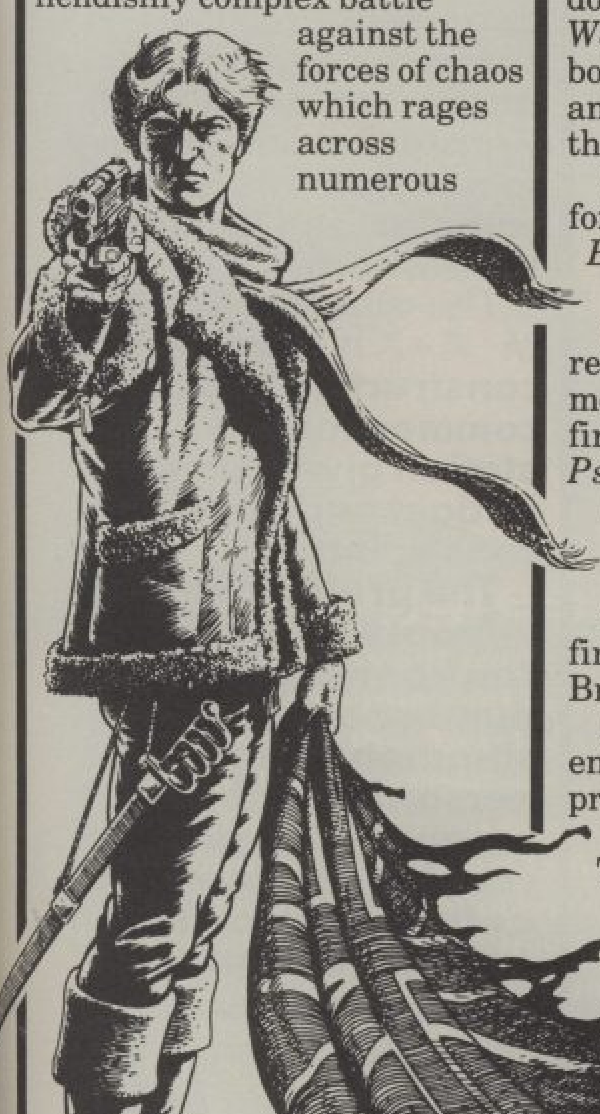
Byran Talbot's The Adventures of Luther Arkwright was hailed as the first and only adult British graphic novel when it was launched five years ago. The second volume of Arkwright's adventures will be published this autumn. C+VG's comic expert Philip Morton investigates.



THE FIVE-YEAR CLIFFHANGER

It's 1987 (in this space-time continum, at least). Is the world finally ready for **Luther Arkwright?**

Arkwright is an interdimensional agent, cold and unemotional by nature, who gets caught up in a fiendishly complex battle against the forces of chaos which rages across numerous parallel earths. There are worlds, for instance, where Cromwell's roundheads are still in power . . . worlds where the Crystal Palace *didn't* burn down in 1936 . . . you get the picture.



If Bryan Talbot's name or artwork look familiar, it's possibly because of the exquisite detailed work he's done on *2000AD's Nemesis the Warlock* (now available in book form from Titan Books) and on the computer game of the same name.

Talbot created Arkwright for a late-1970s issue of *Brainstorm Comics.*

Following a favourable reaction to this, Arkwright reappeared in a much longer, more complex, story serialised first in *Near Myths,* then in *Pssst!* This serial was gathered together in 1982 as Book One of *The Adventures of Luther Arkwright.*

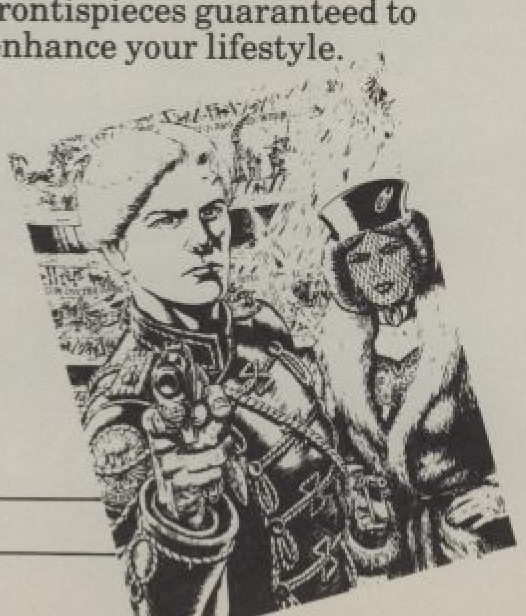
The book was hailed as the first and only truly adult British graphic novel.

As a confirmed Arkwright enthusiast (which you'd probably guessed by now), I can't wait to read Book Two. Talbot's artwork, from the pages I've seen, is as finely-detailed as ever, and he promises a gripping story in which the cold, calculating super-agent undergoes a dramatic transformation. In fact, we will see Luther Arkwright die a symbolic death, whereupon he is reborn as a messianic, almost Christ-like figure. In the outside world the Battle of London rages, and all the while a doomsday device is ticking away . . .

So, where can *you* find Luther Arkwright? Three places:

In Book One of *The Adventures of Luther Arkwright,* published in 1982 by Never Editions — who still have a few copies left at knock-down price of £2.95.

Arkwright will also be appearing in a nine-issue comic book, published every two months starting in August 1987 by Valkyrie Press at 60p per issue, and reprinting the story from Book One. The attraction here is that Bryan Talbot has prepared a series of attractive new covers and frontispieces guaranteed to enhance your lifestyle.



FANTASY

● You always see it in the movies. Some Mad Scientist attaches himself to a computer and is transformed into a monster or superman. Forget about the monsters, but why not try to become supermen?

It may not make us all men of steel but *Bodylink* can help you improve your lifestyle using a personal computer.

Bodylink harnesses the electrical energy in the human body and turns it into information that can be monitored and learned from. This can help you learn to exercise more effectively, even control the old rock and roll of daily stress.

The module plugs into the cartridge slot of a Commodore 64/128 computer.

The Bodyscope cartridge is then used to create a personal record based on such factors as sex, age and weight. This information is then saved to the disk drive for use later on in conjunctioin with the other plug-in programs.

A special graph monitors in real time, and let's you customize the upcoming workout for the desired performance, and amount of difficulty.

The module receives its information from a series of sensors which are attached to your body. The headband, for example, uses three electrodes which conduct body electricity from your forehead into the computer.

How about a cardiovascular workout on a stationary bike? Of course you could just run on the spot if you like. Strap the electrodes on the leg band along the muscle area of your knee, plug it into the EMG sensor cable and into the module.

A pulse sensor attaches to the handle bars, and a finger clip grips your index digit. Then pop in the Ride For Your Life cartridge.

Start pedalling as your little onscreen buddy weaves through city traffic. Meanwhile *Bodylink* is looking at your speed and heart rate, measuring calories burned and the time and distance of your jaunt.

When you're done, the program will display a graph showing the results, as well as comparisons with previous efforts. This can be printed out as well.

Let's work on better muscle coordination Attach the sensors to your wrist and practice swinging (golf club, cricket bat, tennis racquet). The Bodyscope program will display the characteristics of your swing so that you can work on improving it.

Musclepeople will take to *Comet*, the computerized muscle exercise and trainer attachment.

This is a training bar with handles at each end that is used to develop muscle groups through isometric exercises.

Bodylink is no substitute for fresh air and outside activities, but it can help you tune and perfect your exercise technique.

Interested? The contact Bodylog, Inc, 34 Maple Avenue, Armonk, New York 10504.

● Marshal M. Rosenthal.



Dixon Miniatures are famous worldwide for their top quality metal gaming figures. They have built their reputation by being one of the only companies around that produces high quality, metal cast, 25mm oriental role-playing figures. However, they also produce a fine line of 15 and 25mm historical wargaming and fantasy role-playing miniatures.

Recently Dixon's have released new figures for their oriental range in the 25mm size. They are issued in their Land of Nippon range.

The model costs £1.50. All models are available from: Dixons Miniatures, Unit 28, Colne Valley Workshops, Spring Grove Mills, Linthwaite, Huddersfield, West Yorkshire, HD7 5QG

Fancy your own space station with all modern convieniences. Well, here's your chance to build your own cosmic home — on computer anyway. Space M+A+X, **from** Final Frontier Software, **is a space station construction simulator for the IBM PC family and based on the NASA space station program,** Space M+A+X **is envisioned as the first commercial space station. Designer, T.L. Keller, used his experience as a computer systems analyst at NASA's Jet Propulsion Laboratory to develop this highly complex and realistic simulation.**

The object of Space M+A+X is to launch, construct and operate a commercial space station given limited budget and time constraints.

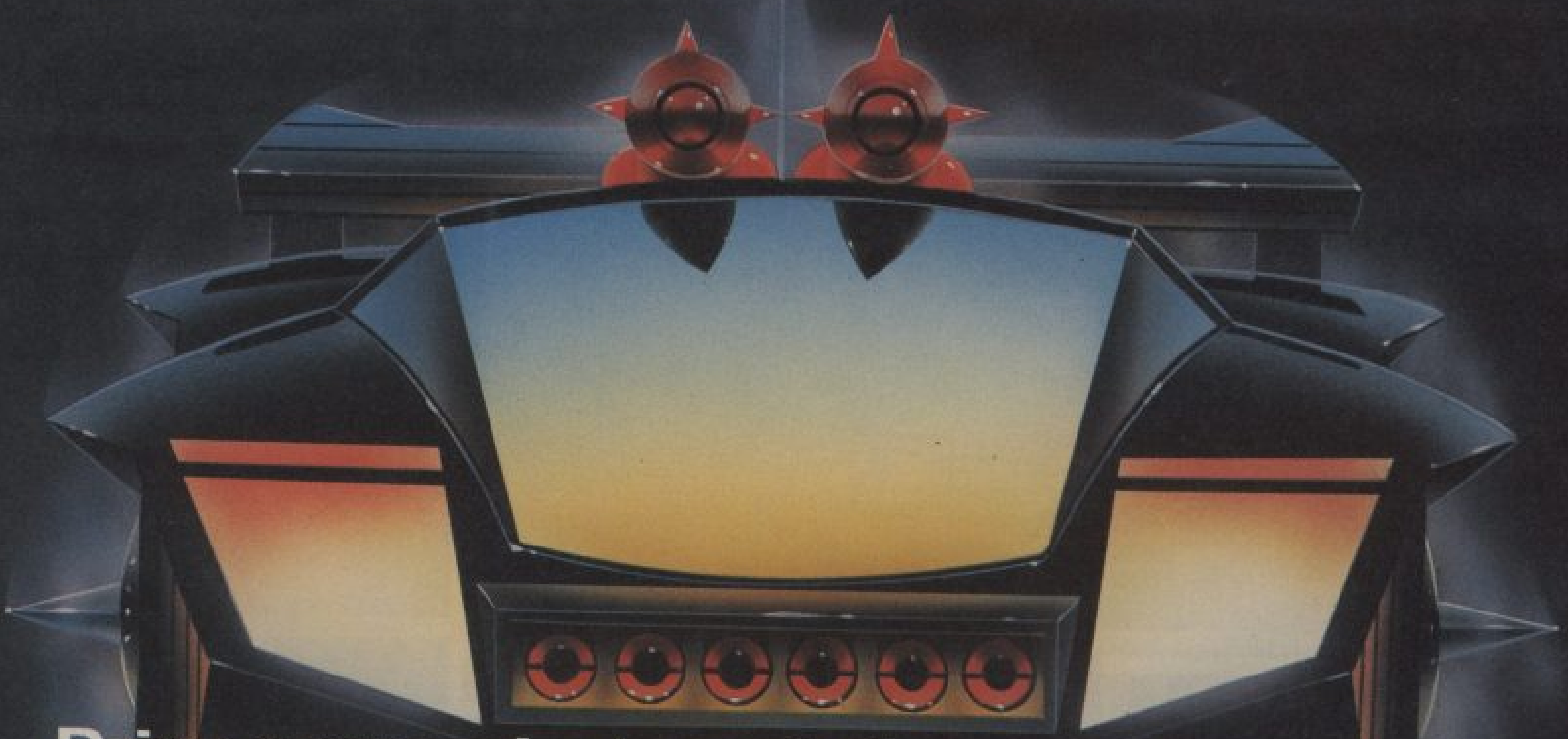
The project manager — you! — is confronted with a number of real-life situations involving personnel and resources. A variety of real-life accidents such as fires, and explosions — illness and strikes also occur.

Space M+A+X **is available from good software retailers at a recommended retail price of £39.95 plus.**

SEE US AT PCW, STAND 1511

AUTO DUEL

SURVIVE THE 21ST CENTURY DRIVING TEST



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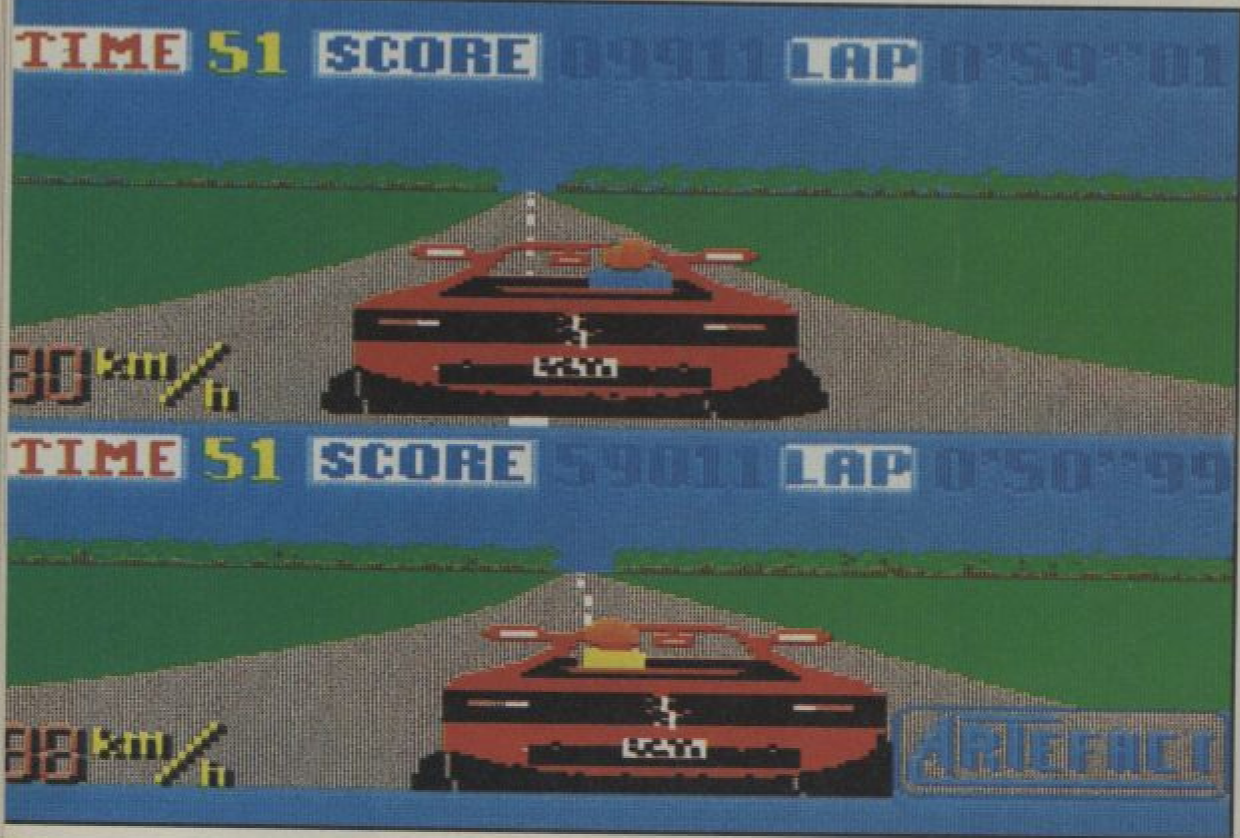
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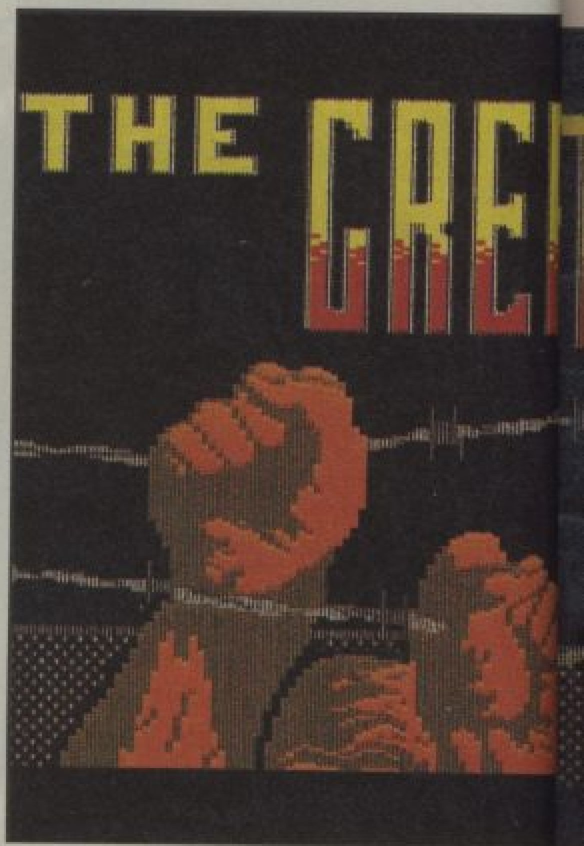
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Frame Up!

It's movie month in C+VG's awesome Frame-Up **gallery. You've been beavering away transforming your silver screen heroes into pulsating pixels! First up is** Marcus Thompson **from West Lothian with old Sylvester as that gun-toting super-cop Cobra. You'll be seeing more of Mr T's work on the ST, which he created using the Neochrome package, on these pages in future. Meanwhile, Beebster** Robert Timothy **from Cardiff has transformed the** Terminator **and colourised** Conan **for your viewing pleasure. Frame-Up welcomes overseas artists and here's** J. Vander Vis **from Holland who brings you** The Great Escape **— not only a great movie but also a pretty nifty computer game. J. also sent us his impression of what** Out Run **should look like on the C64! We've also got a message from** Tommi Lauronen **in Finland. Hi Tommi!** A. O. Donnell **sent us this neat C+VG promo on the Speccy featuring our robo-cop cover from years ago. And** David Sowerby **, the Elc-Man, continues the Ravenflame legend with this portrait of our female tipster on the Electron. We finish up Frame-Up with another Marcus Thompson ST spectacular,** Echoes of Terror. **Nice! If you've got pictures you reckon we'd like to see send them to Frame-Up,** *Computer and Video Games,* **Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

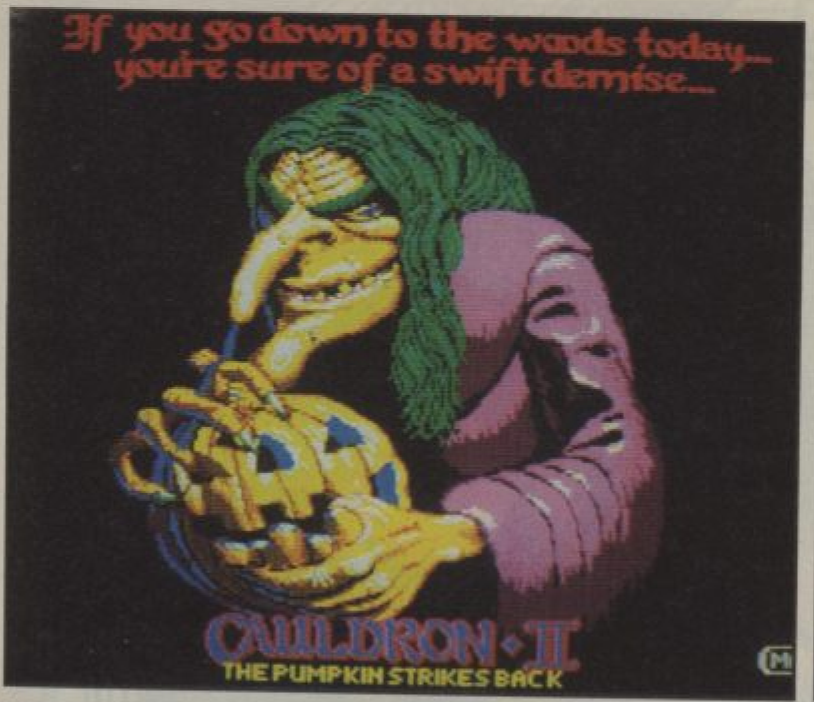
● **From next month** Rainbird **will be providing Art Studio prizes for the BEST pics we print.**

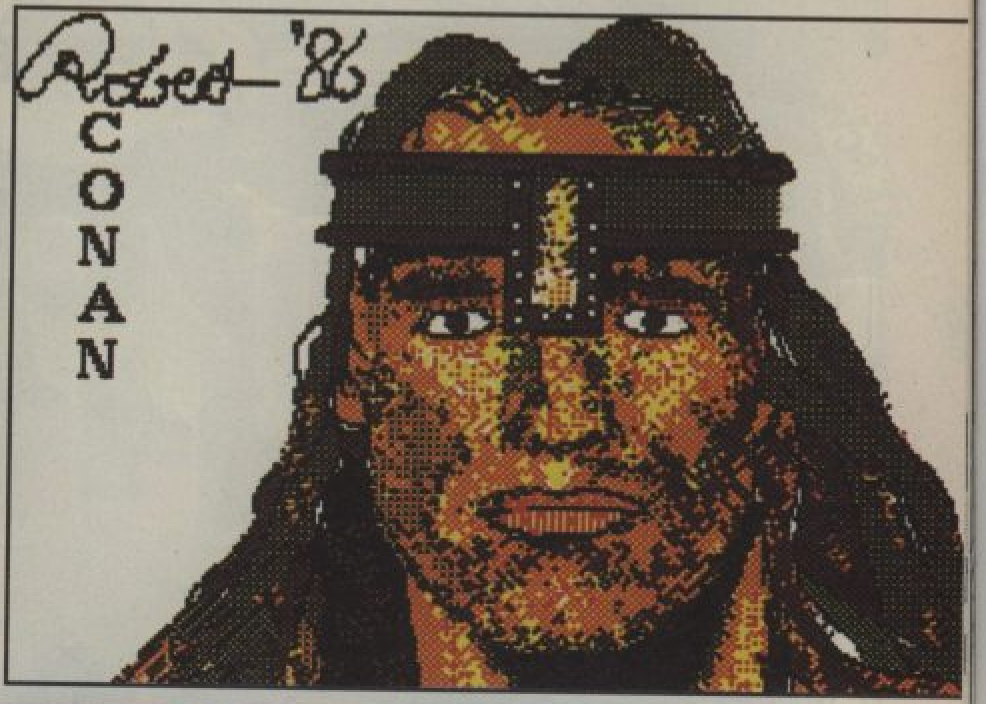


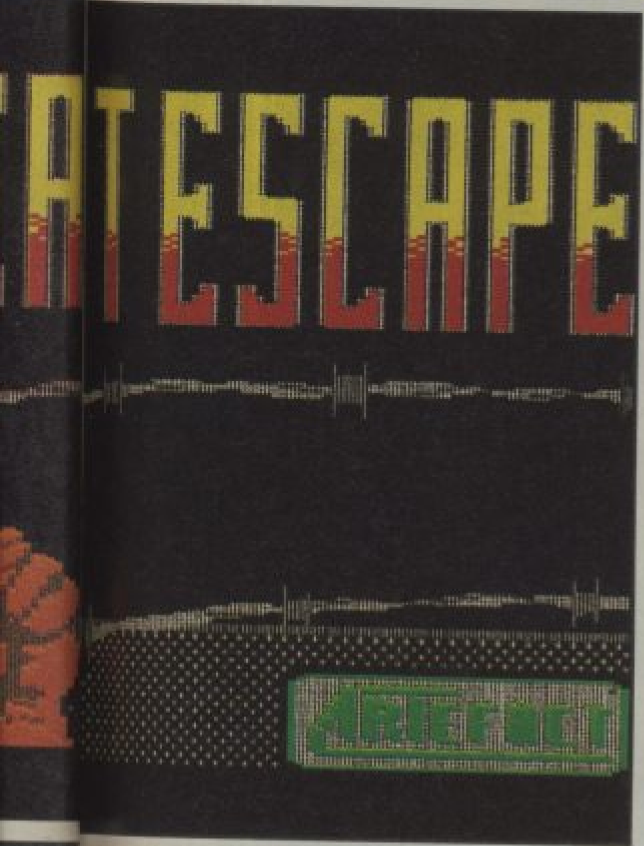






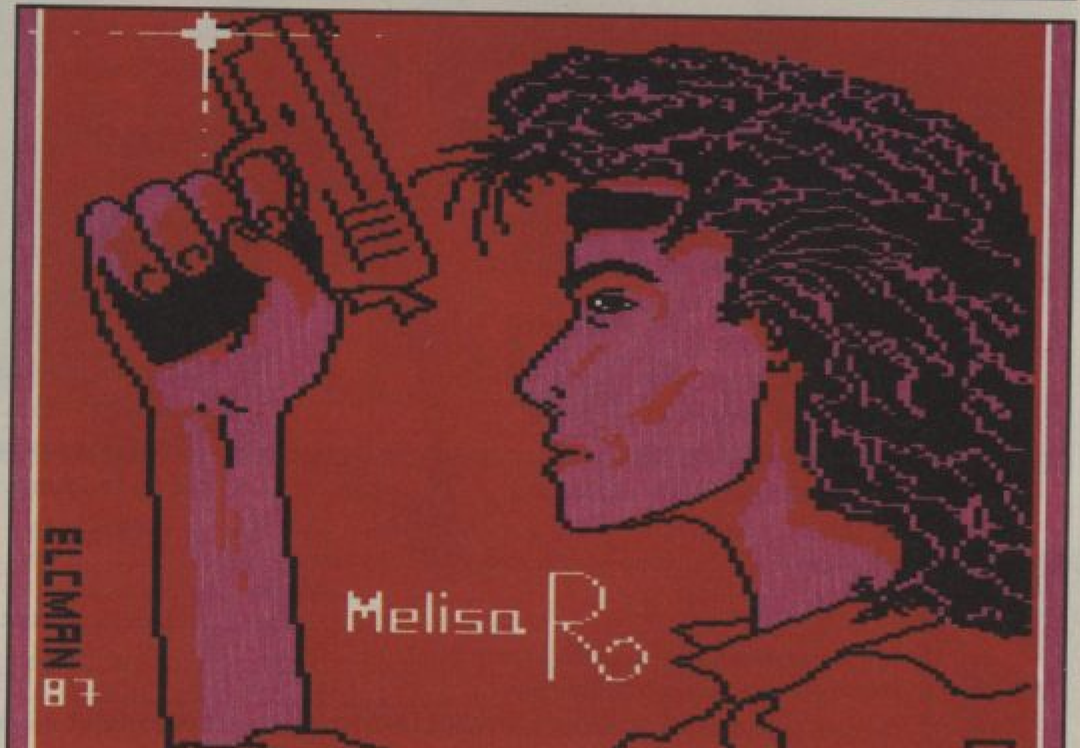

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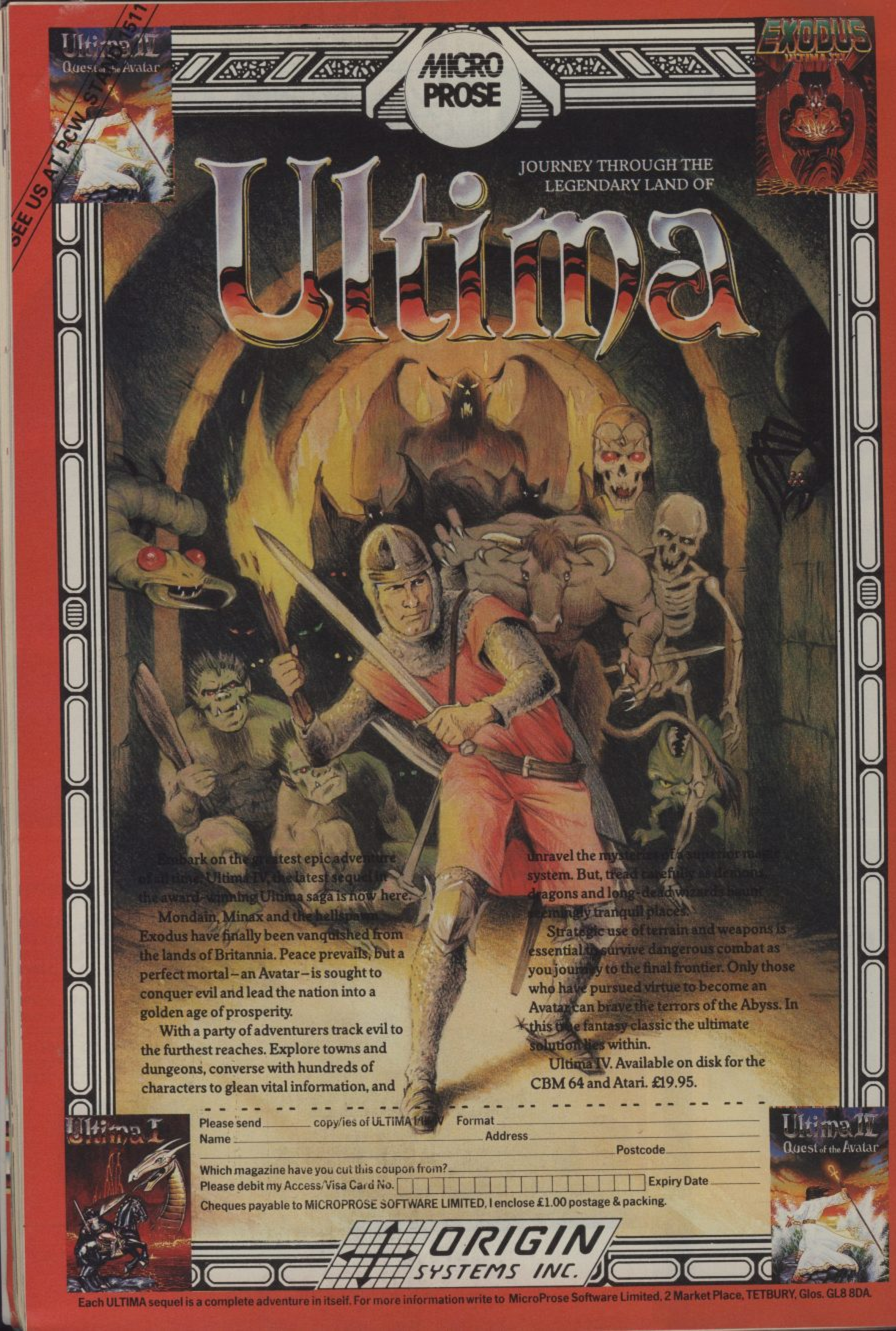

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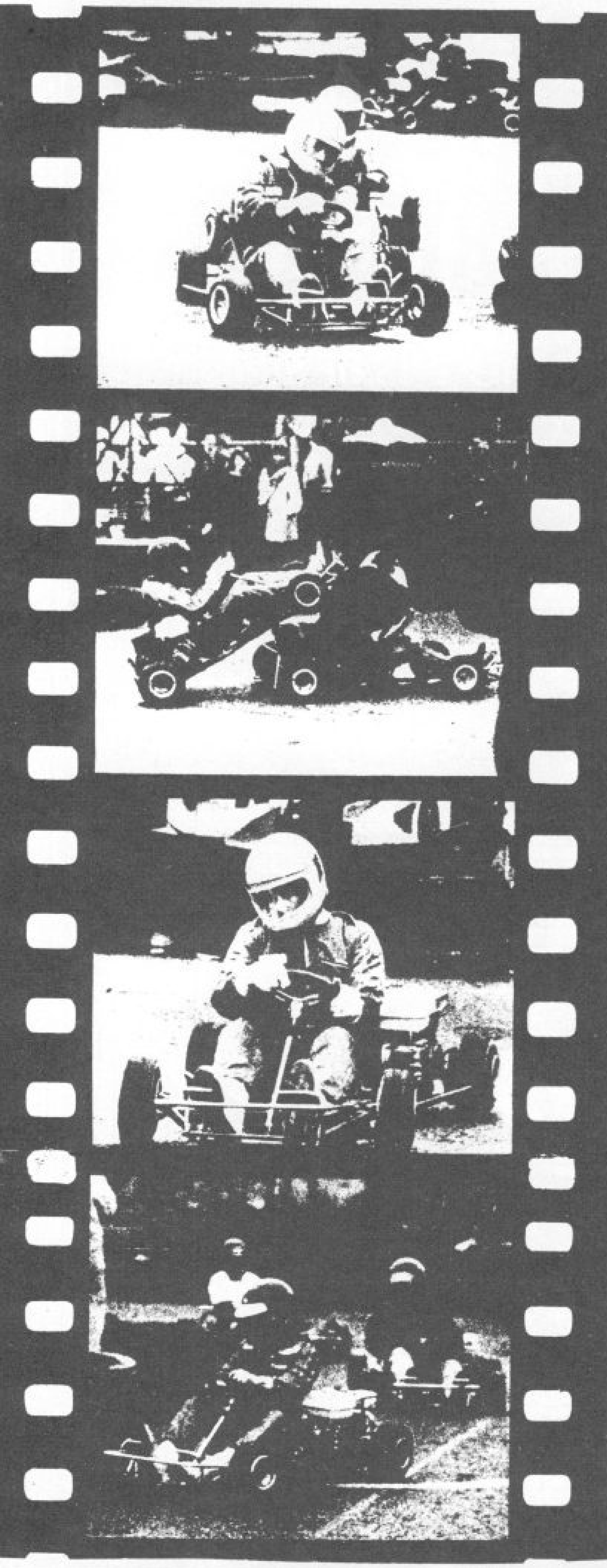
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KARTING KOMPETITION



Vrooom! Neeeooww! Screee! And Nigel Mansell is in the lead of the C+VG Grand Prix, here at the Farringdon Road Raceway. He's streets ahead of the rest of the field — but wait! He's slowing down! This is incredible! Can it be that Mansell's luck has deserted him again? Has he lost another wheel? Has his engine blown? Or has he just decided that it's better to let the Ed win! We'll probably never know, but C+VG's superfast Ed has taken the chequered flag and the champagne!

Well, we can all dream, can't we? We may not be able to get you a drive in a Formula One car — but we CAN offer you the chance to go Karting thanks to **US Gold**!

Yup, we want to put TWO lucky C+VG readers behind the wheel of a high-powered kart at Britain's only indoor kart circuit in London.

You'll get the full VIP treatment, learn how to drive a kart AND then take part in the C+VG Gold Grand Prix where you'll come up against members of the C+VG team. Can you beat us?

It's a good chance to sharpen up your driving skills in time for the release of *Out Run* — the epic driving coin-op soon to be converted for your computer by the Golden Boys in Birmingham!

Check out our karting kwiz below, answer the questions, fill in the coupon and rush it to *Computer and Video Games*, **Karting Kompetition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is October 16th and normal C+VG rules apply. Burn rubber and enter NOW!**

C+VG GOLD KARTING KOMPETITION

1. The current leader of the Formula One World Championship is:
A) Nigel Mansell? B) Nelson Piquet? C) Alain Prost?
2. The British Kart Grand Prix is held at:
A) Silverstone? B) Brands Hatch? C) Donnington?
3. Nigel Mansell drives a:
A) Lotus-Honda? B) Williams-Honda? C) Ferrari?

C+VG GOLD KARTING KOMPETITION

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My answers are:

1. ________ **2.** ________ **3.** ________

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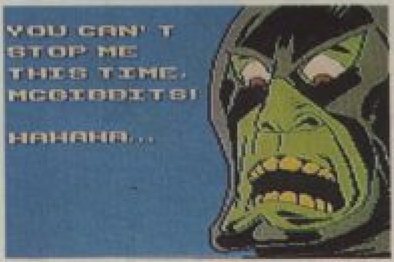
it's show time! The Personal Computer World Show, is the biggest and best software showcase — all the major games makers show off their latest and greatest creations here. And C+VG's very own show-stopper John Gilbert has brought you this game by game guide ot the games you'll be able to see if you make the annual pilgrimage to London's Olympia on September 25, 26, 27. C+VG will be there — will you?

● You're going to be dazzled by the Golden Boys from Birmingham when you visit the **Us Gold** stand. They've been on a spending spree to bring you the best coin-op conversions together with a whole new bunch of original home grown games.

US Gold's coin-op conversions include **Gauntlet II, 720°, Rygar, Indiana Jones** and the mega-hit



● Captain America



● Infiltrator

of the year **Out Run**! Plus, on the new **Go!** label you'll be seeing versions of **Sidearms, Bionic Commandos** and **Speed Rumbler.** That enough to be going on with?

Gauntlet II comes direct from the arcades and includes loads more features seen on the coin-op versions. Over 100 different levels, the chance to choose your favourite character even if someone else is playing him, plus the sticky floors, laser gates, moveable walls, stun tiles, acid puddles Plus the fire-breathing dragon and the Super Sorcerer.

We were rewarded with a sneak peak at **Outrun** on the C64 and Amstrad and it looks pretty damn good despite the limitations of the machines compared to the mega-memory of the coin-op. Slip into your Ferrari and race across deserts, mountain roads, blacktop highways.

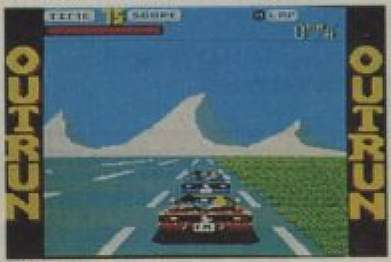
720° was the skateboarders dream machine — challenging coin-op with all the elements of street skateboarding. In the jargon a 720° is the most difficult move a skateboarder can make — and you'll have to learn it to beat this blockbuster of a game.

Next up is **Rygar** the spectacular running, jumping zapping game set in a fantasy land inhabited by awesome monsters. This is being developed at **Probe Software**, the people who brought you the nifty *Enduro Racer* conversion. **Rygar** was a smash in the arcades and, having seen the Spectrum version in action a couple of weeks ago, you won't be disappointed with the conversion.

Indiana Jones we previewed back in our July issue and will be another all format release.

Go! will be bringing you **Sidearms**, a super-fast shoot 'em up set in a deadly underground world. Lots of zapping, firepower to collect, mystery objects and action based on the **Capcom** coin-op.

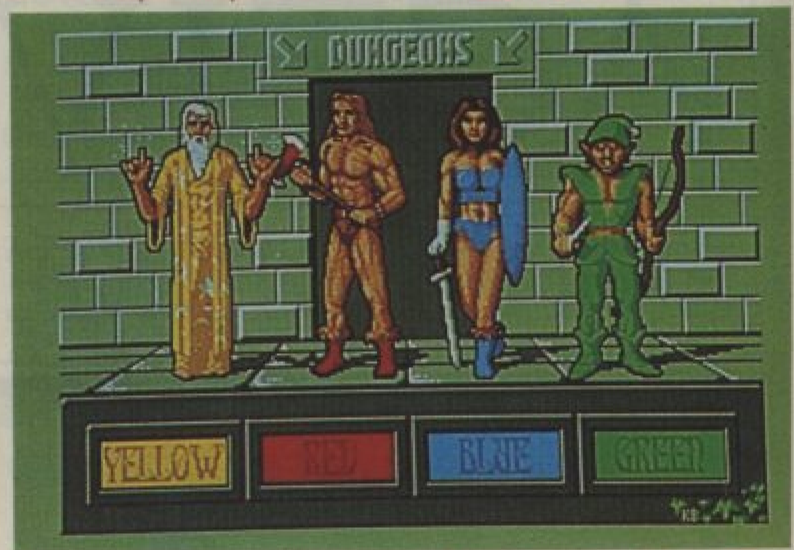
Speed Rumbler puts you in the middle of a terrorist incident. You have 24 hours to free the hostages. You leap into your



● Outrun

heavily armed auto and blast your way through the 21st century.

Then there's **Bionic Commando**'s the **Capcom** game which *C+VG*'s ace arcadester **Clare Edgeley** raved about in our Arcade Special back in June. You control a super-trooper with an



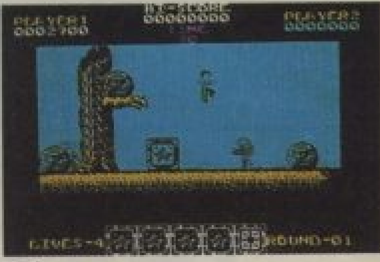
● Gauntlet II

amazing Bionic Arm.

Also from **Go!** are **Bravestarr** — see our news pages this issue — and **Laser Tag** — based on the neat laser-gun game from Worlds of Wonder featured in *C+VG* in June.

Meanwhile, back on the US Gold label, prepare yourself for **Infiltrator II**! Yup, Jim McGibbets is back to take you on three brand new missions in the now famous Infiltrator helicopter!

Infiltrator II will be for the 64 only, but fans of the original game will be able to pick up this sequel at a bargain £4.99 (tape) £9.99 (disc). If you haven't already got the original you'll be able to buy both for £9.99 on tape and £14.99 on disc.



● Rygar

■ **Elite**'s kicking up a storm with **Thundercats** blasting onto the video screens of its tennis court-sized stand. The less than cuddly cats already star in a television series, and are immortalised in toy and Marvel comic form.

Buggy Boy, Elite's latest coin-op conversion, will also be on show. The company says it's a samsh on the Commodore and ST. Amstrad and Spectrum

ow time!

versions are bringing up the rear but, according to Elite, all versions of the game should be ready for show time.

Battleships, which made a splash on last month's *C+VG* cover, will have been out for a week by the time the PCW doors open. Elite will, however, be heavily promoting it there and you'll be able to buy copies of it over the counter.



● Thundercats

The company has more in store with some new **Hit Pack** compilations. **Six Pack II** will, among other arcade conversion, include the best selling *Paper Boy* and the classic **Ghosts 'n' Goblins**.

■ Block buster coin op



● Thundercats

conversions and heavy film licensing deals from **Ocean's** way ack to to the top this year.

The top film preview, flashed across Ocean's giant video screens will be **Platoon**, the story of a group of US soldiers during the Vietnam war. Part of the licensing deal, struck with British film company Hemdale, stipulated that the game includes some moral content, and it does. You take the parts of the four platoon soldiers. You must look after them and don't go killing or pillaging without reason.

The objective is to get back to a



● Buggy Boy

base in the camp. To achieve it you've got to race through enemy infested jungle, burrows and tunnels. Your score depends upon the number of men you manage to get back, injured or not, to base.

Ocean is also showing four of its top Christmas coin-op conversions. The biggie is **Rastan Saga**, an epic fantasy combat game — similar to Barbarian on the ST — across the three major formats. It's already number one in the States and is likely to score here on arcade machine and computer by Christmas.

Renegade features bloody violence in US undergrounds, streets and offices. You are a lone fighter, skilled in the martial arts, who must face the combined forces of the New York street gangs. You've only got your fists for protection and attack but they've got lead pipes, knives and guns.

The action's detailed and



● Buggy Boy

realistic, esepcially on the Amstrad version. It's so realistic that the company's had to take out the head-splitting/blood-leaking sequences — shown in our original screen shots — because of German anti-violence laws.

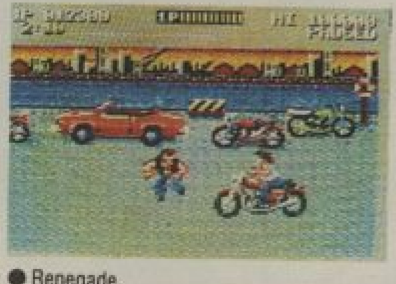
Combat School, the first venture in a new Konami tie-up, is also due on three formats and the original coin-op machine will be at the show, together with Renegade.

The game takes you through a US infantryman's training schedule, across obstacle courses, across rapids in a canoe, onto the firing range and through to a bout of arm wrestling. The game's out in November but you'll be able to see an advanced video preview at the show.

Konami comes in again with **Gryzor**. It's a surrealistic shoot 'em up game with some very weird alien creatures. It also will be out in November and the programming is being done inhouse at this very moment.

Other top Christmas releases include three games, **Freddy Hardest**, **Phantis** and **Basket Master** from Spanish software house Dinamic, on the Imagine label. **Freddy H** appears to be the pick of the crop. You take control of a real hard space guy who must run and jump around a planet's surface knocking out the alien life forms.

You can also pick up **Athena**, which'll be on sale on the stand, or play the original coin-op. **Psycho Soldier**, **Athena**'s sequel, will also be on show across three formats, but you won't be able to buy it until Christmas.



● Renegade



● Game Over

Ocean intends to make this a show to remember, with a

continued on page 132



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Screen shots taken from Atari version.
ocean
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PCW SHOW it's show time!

continued from page 129

massive stand, assistants there to answer your queries and a massive shop in which all of its products will be on sale.

■ The name of the game is coin-op conversion at the **Firebird** stand. The company will have two coin-op machines — **Bubble Bobble** and **Flying Shark** — to keep your fingers busy.

There will be high score competitions, of course and, if you get addicted to the machines you'll, hopefully, be able to buy Commodore, Spectrum, Amstrad and ST conversions of the games.

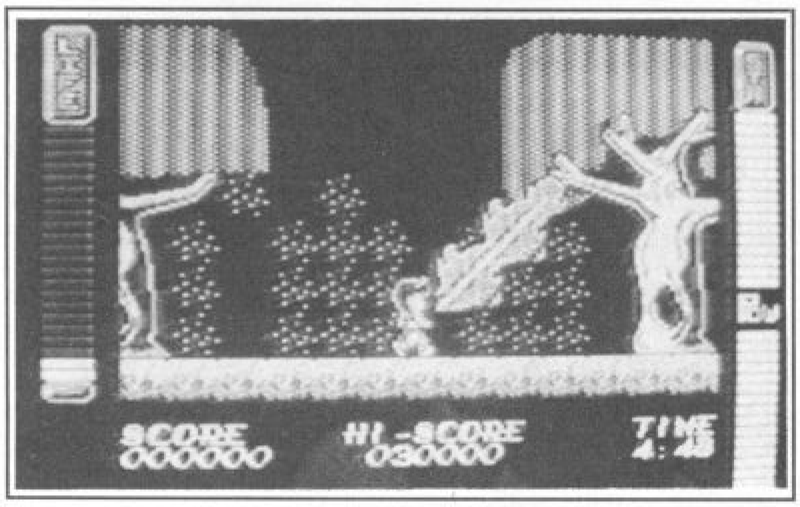
The Atari 8-bit conversion of **Druid** will be also be there, together with its mega-graphics sequel, **Druid II — The Enlightement**, which you'll see on the Spectrum, Amstrad, Commodore and ST.

This time the **Druid** has dozens of spells, which he can pick up along the way, and four elemental guardians which he can invoke in the lands of Air, Earth, Fire and Water.

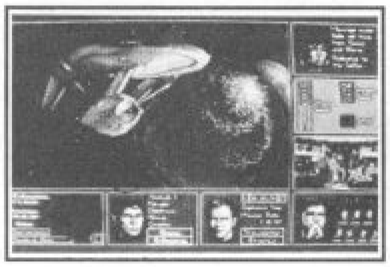
Two other new Spectrum games, **On the Tiles**, and **Sidewise**, will be joined by the ST version of **Sentinel** — the strategy game has been souped up with incredible fast draw graphics, but retains the original, novel, plot.

Firebird will also have its budget ranges on the stand plus all of the recent hits, including **Scary Monsters** and **Mystery of the Nile**.

You may even be able to buy the ST version of **Star Trek** — no official promises, though! **Dark Sceptre** will NOT be there. Word is that Firebird will be hard pushed to put it out in time for the NEXT PCW Show!



● Athena



● Star Trek



● Star Trek

■ The **Mastertronic** stand features the full ranges from the popular budget labels. They include Americana, Bulldog, Richocet, Entertainment USA, Racket and MAD. We say "features" because the games won't be on sale on the stand, you'll have to rely on Microdealer et al if you intend to buy. The stand will, however, include videos of the latest products and catalogues of the complete Mastertronic ranges, plus the American Video Game Championship Team!

■ Berks of the **Trap Door** will greet you at the **Piranha** stand which, our spies tell us, is twice as big as last year.

Piranha plans to celebrate its first birthday in style with SEVEN new products on the stand. Its mega-launch is the long awaited **Trap Door II**. The original game, based on the ITV cartoon series, was a hit with kids and critics but not with retail stores last year.

Programmer Don Priestly says the sequel will be larger, take Berk out of his cellar and involve more than just completing a series of tricky tasks.

Next up, **Judge Death**, another 2000AD comic license, this time with a heroine, Judge Andeson, pitted against the evil Judge Death. Piranha claims the arcade adventure will put all the other 2000AD tie-ins to shame. What, even **Rogue Trooper**?

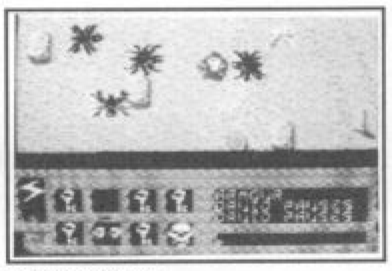
The company is also carrying on its vampiric tradition — in the highly polished size nine's of **Nosferatu** — with **Mr Weems and the She Vampires**.

It's out on the Commodore — disc and tape — now so there's no excuse for passing by that haunted house.

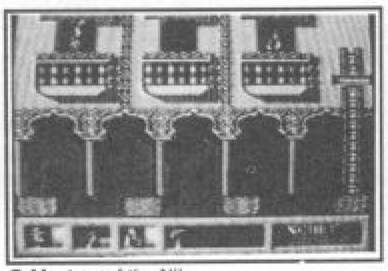
If you don't like all that dark stuff then **Yogi Bear** is on hand for a laugh. The big bear's friend, Boo-Boo has been kidnapped by hunters and you've got to chase round the park to release him from his cage.

Piranha will also have a number of quizzes on hand, a Whirley Wheel challenge that'll involve other stands, and a Fin Club which you'll be able to join. The pet fish will be back — let's hope feeding time is more lively this time around.

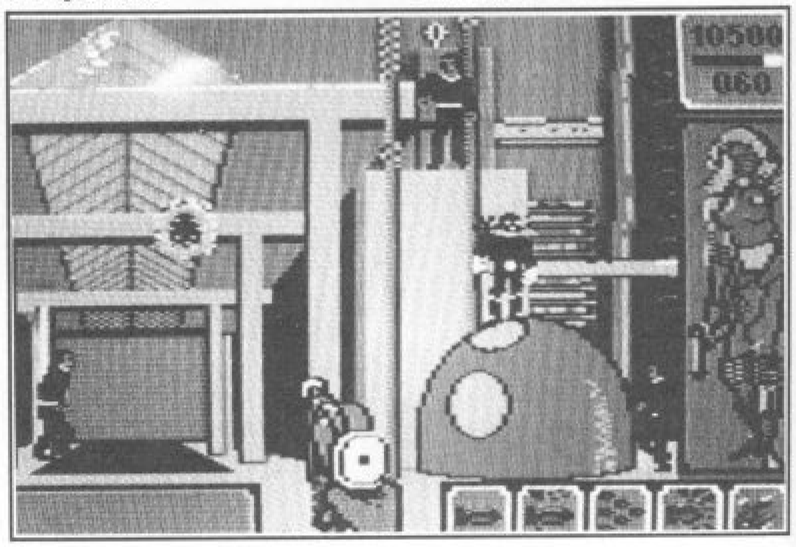
■ Five companies join **Mirrorsoft** on its massive stand. They are **Spectrum Holobyte**, **Mindscape**, **PSS** and an American company that Mirrorsoft's keeping close to its corporate chest.



● Enlightenment



● Mystery of the Nile



● Judge Death

Mirrorsoft's showing off the spectacular James Bondish hardware of its latest super weapon, **Mean Streak**, a bike with lasers, bombs, missiles and a mission to keep the peace.

Also **The Bermuda Project**, from the time-worn programmer's toolkit of **Eugene Evans** — very late of Imagine — will make its first appearance. The strategy game was due for release last October but . . . better late than never.

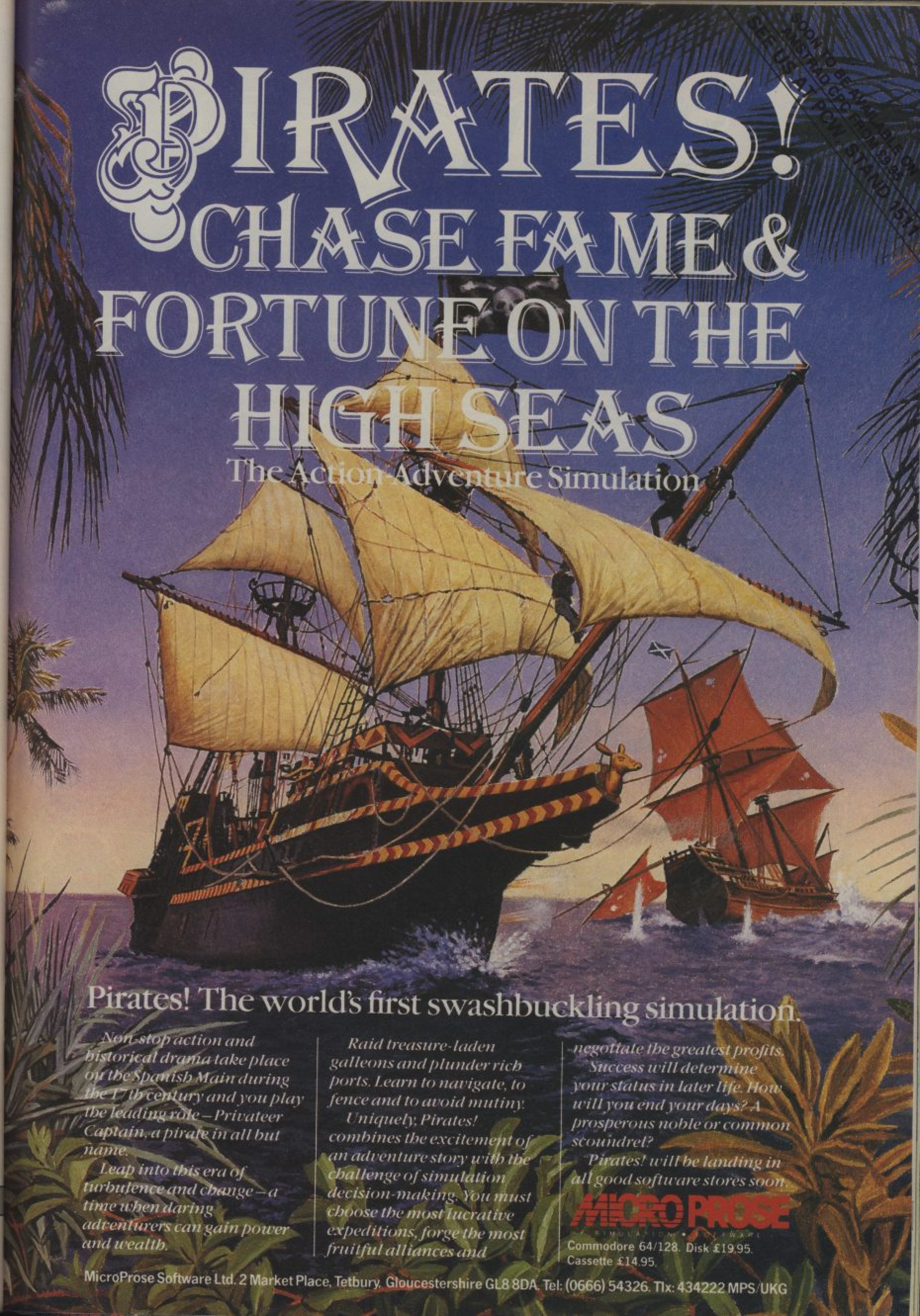
PSS will show off its latest strategy/war simulation, **Fortress America**. It's a fast ride through the US arms stockpile, must of which you could use to ward off invasion plans by a certain other country.

Mindscape will have its **Cinemaware** range of products on show — they're the games that lok like interactive films with some of the most mind blowing, if memory expensive graphics on the ST and Amiga.

Spectrum Holobyte promises to blow Ocean's **Top Gun** out of the air with an F-16 fighter simulation for the PC and Macintosh.

It's a full blown, battle simulator, rather than an arcade game, and promises some of the most spectacular flying sequences ever seen — if you can get it into the air without

continued on page 135


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PCW SHOW it's show time!

continued from page 132

crashing.

But if you want to actually buy any of the completed products on the stand you'll have to go the Microdealer stand.

■ **Basil the Great Mouse Detective** and his arch-enemy Rattigan will be on autograph duty at the **Gremlin** stand. They're on loan from **Walt Disney** whose GMD film has been licensed by Gremlin for a graphic adventure.

released — but at the show you'll see that it has four missions plus the chance to select your MASK team and vehicles.

Other Gremlin titles include **Alternative Games**, with log and boot throwing, a compendium that stars the Winks family in a four-player romp in a board game jungle, and **Gary Linekers Superstar Soccer**, which'll be out in October. You can also catch **Blood Valley**, a fantasy adventure taken from the **Duel Master**

planet destroying, blitzer on the Commodore. Despite the screen shot evidence, the game is not just another version of *Crazy Comets*. The strategy's different, the planets are swifter, and you can play 2UP.

Slaine, reviewed this issue, is Martech's attempt to follow the success of *Nemesis*. The character is a barbarian king whose liking for quests and battle puts his friends in peril.

Martech will also preview **Nigel Mansell's Grand Prix** — a



● Slaine

Apocalypse, at reduced prices. Sounds like a good deal!

■ Melbourne House — recently snapped up by Mastertronic — is being secretive about the range of products it'll be showing on its stand. Our spies tell us that the main event is the UK Arcade Championship play-offs between a Brit media team and a bunch of high scoring American video junkies.

The final will be played out on a bank of new Arcadia coin-ops. Melbourne House will be showing the computer conversions of the Arcadia games — should be good.

The **Sega** games console will be on display, so you can get some hands on experience, but don't expect to be able to buy over the counter. Like so many stands at the show Melbourne



● Judge Death



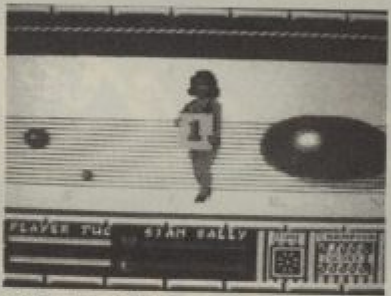
● Basil

The mouse and his faithful cohorts live in the basement of 221b Baker Street but must leave the safety of their hole to rescue Dr Dawson from the clutches of Rattigan. The game's got clues, disguises andf famour London locations.

He-Man and the Masters of the Universe (What, again?!) also put in an appearance to publicise Gremlin's license tie up with the FILM version of the cartoon series.

The film stars Dolph — Rocky IV — Lundgren as the muscled superhero and, hopefully, the arcade game's better than **US Gold**'s effort.

Mask II can be previewed. It's due for release in November — ther first part has only just been



● Bangkok Knights

series of *Fighting Fantasy* books, the authors of the *Way of the Tiger* series.

■ The blockbusters at the **Martech** stand are **Mega-Apocalypse**, from **Crazy Comets** author **Simon Nichol**, and **Slaine** — another 2000AD tie-up.

Mega Apocalypse is another speedy, destroy everything,



● Bangkok Knights

complex Grand Prix racing simulation. We're told the game is like nothing you've seen before, a bit like Mansell's driving, and it'll be the first chance Press or public get to see it.

If you're in the mood to spend, Martech will be offering recent titles, like *Nemesis*, *Catch 23*, *The Armageddon Man* and *Mega-*

House is all show and tell, but no sell.

■ **Activision** and **Electric Dreams** have separate stands again this year.

The main event at Activision will be the launch of **Predator,** licensed from the block busting film starring Arnold Schwarzenegger and a gruesome alien. Schwarzenegger plays the leader of a commando force sent into the South American jungle to rescue a bunch of kidnapped diplomats. He doesn't count on his team being killed off one by one by an alien hunter, and soon — to quote an old cliche — the hunter has become the hunted.

Bankok Knights, from System

continued on page 137

PCW SHOW it's show time!

3, will also be on show. It's a Thai Boxing simulation with cartoon style animation which, Activision believes, will be as popular as System 3's last hit **The Last Ninja.**

The company also plans to preview its Christmas range, one of which is a coin op conversion and two others new adventures from Infocom. The major coin op, a Bally title called **Rampage,** will be on the stand so you can have hands on experience of it before the Spectrum, Amstrad and Commodore versions arrive at Christmas. Rampage is a battle of the titans, starring King Kong, Godzilla and Wolfman. The original had a three player option in which you could join forces to destroy US cities or batter each other. The Activision version is a little more restrained with only one or two player options.

The two Infocom titles are **Plundered Hearts** and **Beyond Zork.** Both are massive text-based games, the type of interactive novels for which Infocom has become famous. Activision has also licensed **Knightmare,** the Anglia TV adventure game program.

Electric Dreams has left the **Aliens** of last year behind. Its stand this year has a racing car theme, not surprising because most of the coin-op conversions the company's offering are sports orientated. The previews include **Super Sprint** from Atari, **Super Hang-On** and **Firetrap** who, until recently, had links with US Gold.

The company will also have its usual bounty of tee-shirts, and current titles on sale, as well as the opportunity to try before you buy.

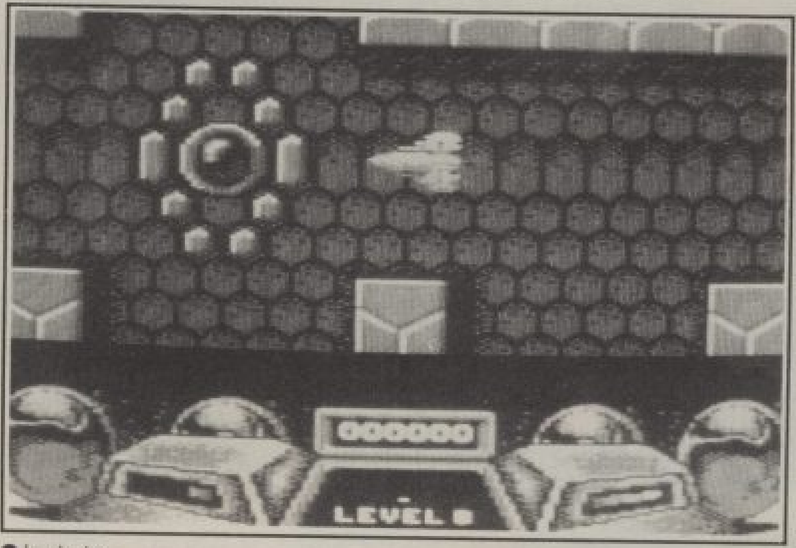
■ Ian Andrew's **Incentive Software** will be offering all their existing range of adventure products, including **Graphic Adventure Creator** in all its versions.

As well as the recently re-released **Ket Trilogy**, the Medallion series of GAC adventures will be available, joined the recently released **Double Gold** adventures **Black Fountain** and **Sharpe's Deeds,** plus **Top Secret** and **Mountains of Ket** and the Amstrad.

Three new **Double Gold** packs will be launched at PCW: **Nova** and **Haunted House** for the Amstrad; **Zodiac and Secret of Life** for the C-64; and **Alien from Outer Space** and **Dragon's Tooth**, for the BBC.

Main feature of the Incentive stand, which will be found on the balcony at Olympia, will be the unveiling of Driller adventure, on which Incentive has been working for the last couple of years.

There will be no new adventures on the **Pirhana** stand, but **Delta 4's Colour of Magic**, and their lastest, **The Big Sleaze**, will be on show. When you visit the stand, watch out for Fergus and Co., who will be at the stand throughout the show.



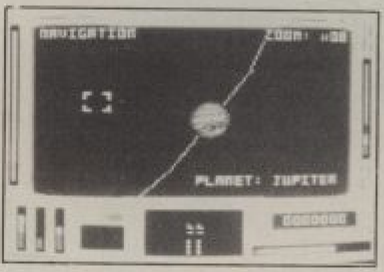
● Implosion

Nothing new in adventures will be shown by Melbourne House, but try out the latest **Lord of The Rings** adventure, **Shadows Of Mordor**, which will be available for purchase.

■ Watch out for **CRL** on the **Electronic Arts** stand. CRL publish many adventure games, among them those from **St. Bride's, Delta 4, Abstract Concepts,** and **Rod Pike.** Who knows who you might bump into on this stand. . . and you might even get to see the latest adventure from **St. Bride's — Jack The Ripper**.

■ Still no appearance of a second **Eureka,** the prize game that was launched amid much publicity at the 1984 show. However, **Domark** hope to be unveiling **Not A Penny More, Not A Penny Less,** an adventure game based on the book by **Jeffrey Archer.** Drop in on the stand on the balcony, and see if it's arrived. If you have an ST you may even get the chance to buy an early copy. The ST version will be the first to be released, closely followed by otheer formats.

Adventures galore will be on sale at this stand, operated by Mike Woodroffe and his wife Pat, of Adventure Soft. Go along and speak to Mike, and select your adventure software from amongst the whole range of **Scott Adams** adventures, **Brian's Howarth's Mysterious Adventures, Fighting Fantasy** adventures, and a host of others, including the whole US Gold and Broderbund range. All formats and versions of a



● Ring World

multitude of adventures will be available for purchase on this stand, which will be found on the ground floor of the National Hall, near the front door.

Level 9 will as usual have their own stand on the balcony. As well as demonstrating and selling their **Rainbird** product, there will be a completely new Level 9 'non-Rainbird' adventure on show. Past titles from the Austins will also be available for purchase. Watch out for Pete, Mike and Nick on the stand.

A preview no serious adventurer should miss, will be one of the features of the **Rainbird** stand. **Magnetic Scrolls'** third adventure, still in its development stage, will be demonstrated by **Anita Sinclair**, some six weeks before its likely release. Also on show will be **Time and Magik**, a newly bundled and upgraded trilogy of three Level 9 classics: **Lord Of Time, Red Moon** and **Price of Magik**. All Rainbird software will be on sale on the stand, which will encompass the other Telecomsoft labels, Firebird and Firebird Silver. As well as **Anita Sinclair**, watch out for appearances by the **Austins** of Level 9, and C+VG's Adventure Helpline expert, **Paul Coppins**, who will be wearing his Rainbird Adventure tester's hat.

■ **Cascade**, currently roaring up the charts with **Ace 2**, follow it up with three hot releases — **Implosion, Ringworld** and **Nineteen** this autumn.

Implosion in eight levels of 360 degree scrolling shoot 'em up. You must destroy an alien grid system set up around a planet, penetrating deeper until you get to the planet's surface. Destroy energy cells on the grids and you and you can open portals which allow entry to the next level.

Implosion, created in conjunction with the US company **Mindscape** will cost £9.95 and £14.95 on Commodore cassette and disk and £8.95 on Spectrum.

Ringworld is also set in place. Alien lifeforms have moved in on the solar system on a quest for minerals, destroying planets as they go. Your quest is to locate and destroy.

Meanwhile, more news on **Nineteen**, — that's the game with **Paul Hardcastle**'s hit single as a soundtrack.

It's basically two games in one. Depending on your choices at the beginning of the game, you'll be directed into either the action (that's if you're pro-war) or towards the adventure section (anti-war) in which you become a peace campaigner. Cascade say its's a game with "morals". Check out **Rob Hubbard's** sound track of Nineteen. It's excellent.

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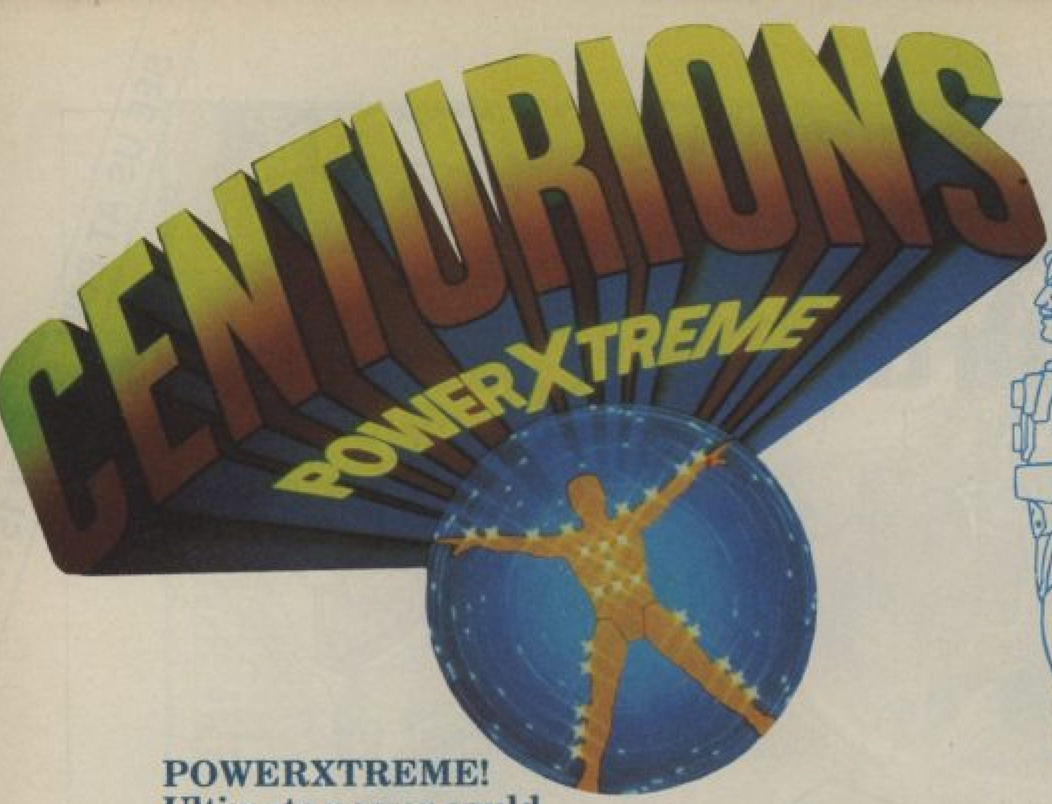
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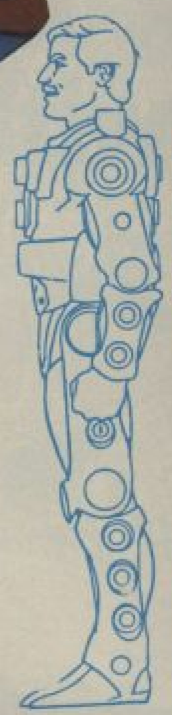
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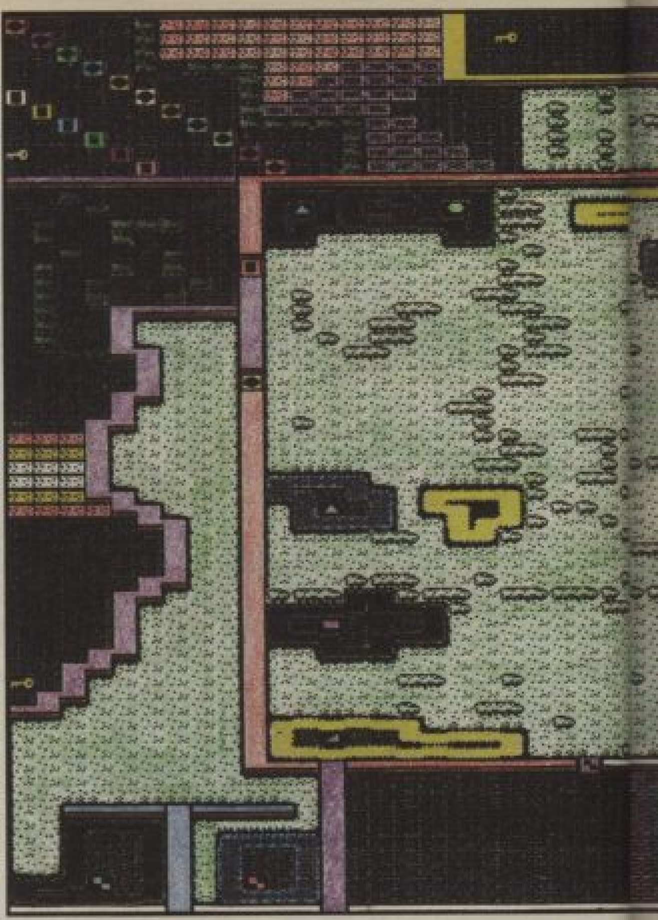
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POWERXTREME!
Ultimate power could be yours if you follow C+VG's exclusive Centurions players guide — brought to you by the programmers themselves! Tony



Crowther and Ross Godley took a break from coding to bring you this X-tra special map. Want to know how to defeat Doc Terror? Then tune in to Crowther and Godley's control centre!

The Centurions are a 21st century team of elite mercenaries — fighting evil where ever they find it. They wear special power suits called Exoframes and special weapons. Kitted out in all this gear the members of the team each gain the power of 1,000 men!

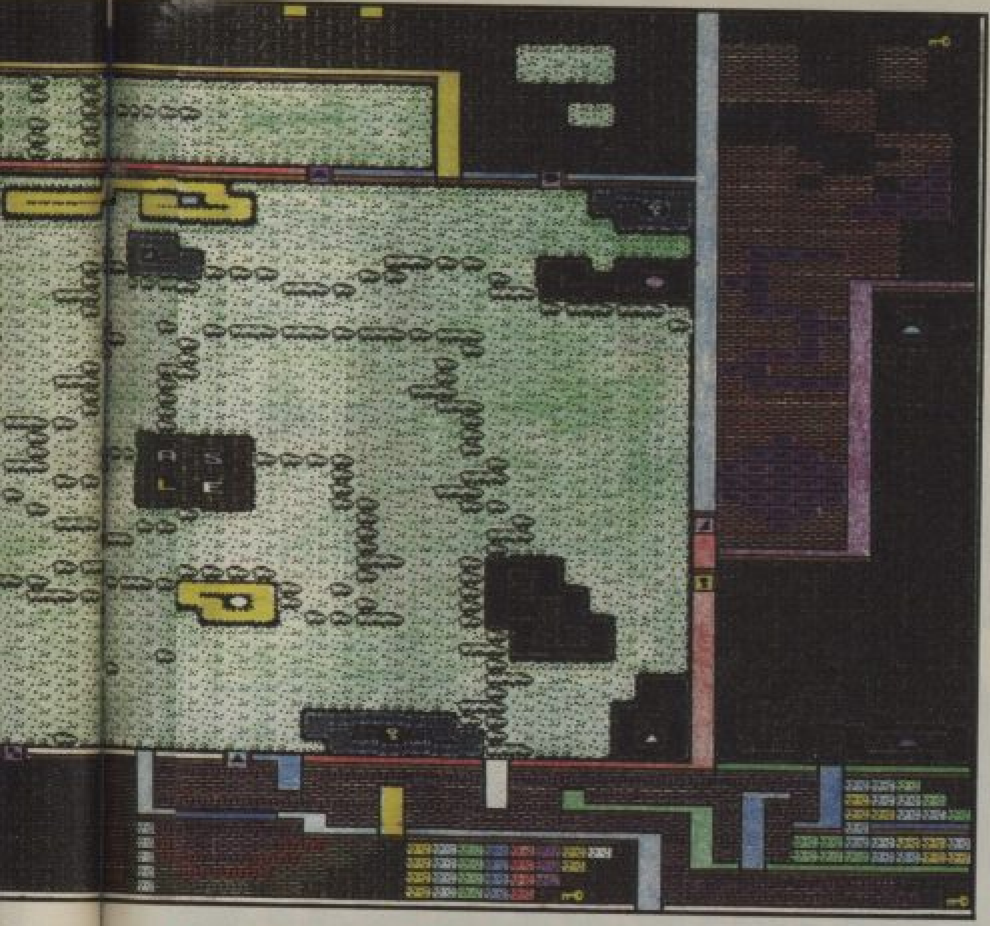
Crowther and Godley's game puts the Centurions up against the incredibly evil Doc Terror. The deadly Doc is after a lethal substance called Tyron-Dichromate — a chemical so awesomely deadly that it could destroy all life on Earth.

The men machines that are The Centurions have to search the Weapons Development Centre and find hidden keys to unlock high security sections in an attempt to stop the Doc turning his evil dreams into reality. If you want to stop him before it's too late then you're going to need these maps and Tony's Tips!

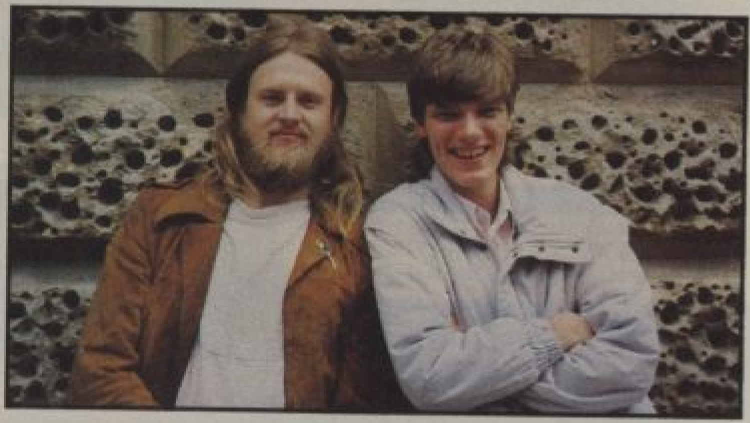
Here we show the first three levels — the rest will appear in the next X-tremely X-citing issue of *Computer and Video Games!*

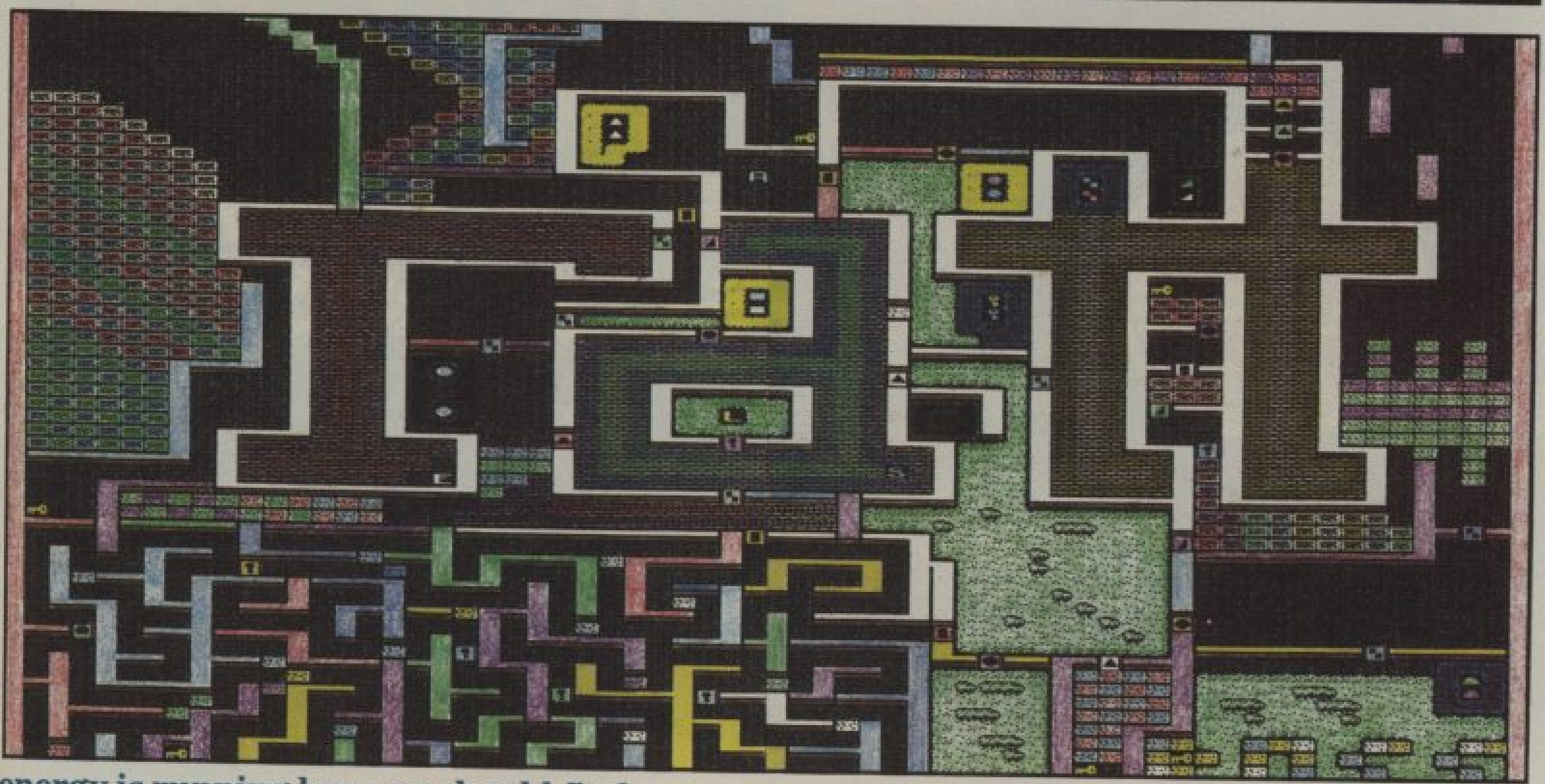
TONY'S TEN TOP TIPS!

1. Try to get to large open spaces — it's much easier to kill aliens here.
2. Try to find keys WITHOUT using Change Zones. Use these zones as little as possible.
3. Collect all the cannisters for mega-points
4. If you're playing with a friend and his









energy is running low you should find Quantas for him and help keep him in the game.

5. When you are weak you can stand safely on one of the Zones which protect you from alien attackers.

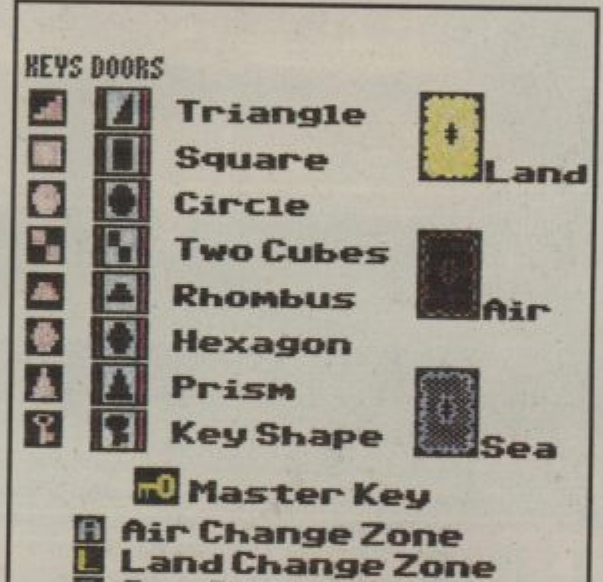
6. Shoot the walls! Well, shoot them to kill aliens lurking behind you. The bullets will bounce back and wipe them out.

7. Try to open as many doors as you can with the same key.

8. Don't be greedy with Quantas if you're playing in two player mode.

9. Be careful with your weaponry — some firepower is more useful than others. And yes, you can shoot each other or yourself if you're not careful.

10. Study the C+VG maps! Watch this space for a Crowther cheat mode coming your way soon!







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Arcade ace Clare Edgeley checks out *Devil World*, *Exterminator*, *Crossfire*, *Flak Attack* and *Black Tiger*. All this and high scores as well

▶ DEVIL WORLD

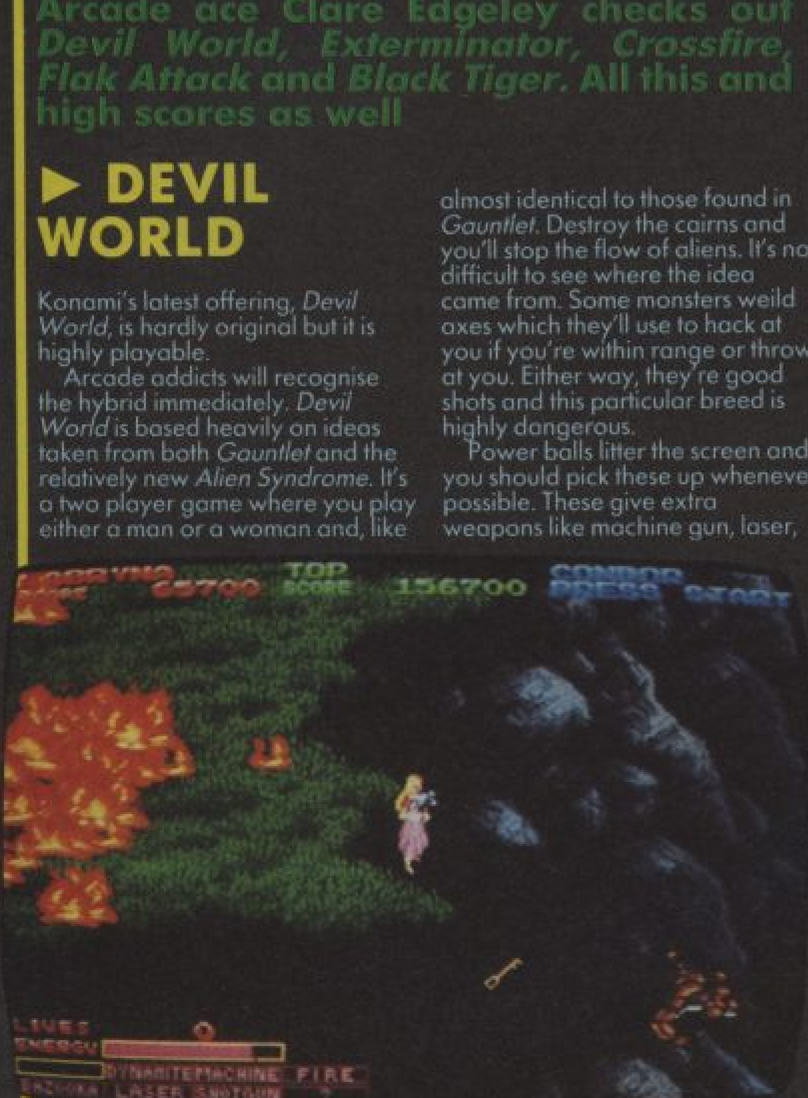
Konami's latest offering, *Devil World*, is hardly original but it is highly playable.

Arcade addicts will recognise the hybrid immediately. *Devil World* is based heavily on ideas taken from both *Gauntlet* and the relatively new *Alien Syndrome*. It's a two player game where you play either a man or a woman and, like *Alien Syndrome*, the playing areas are many, but each is very small.

Put in a nutshell, you must fight your way past the monsters on each level, find the key and take it to the exit where a stairway is revealed leading down into the next level. Very simple, but very tricky. The playing areas are islands floating in a sea of nothingness. Fall over the edge and you're a gonner. A map button (again like *Alien Syndrome*) reveals the whereabouts of the key and exit, though each time you start you ought to check their locations as they have an annoying habit of shifting position.

The monsters are suitably ugly as well as being dangerous and the sprites are surprisingly large if not particularly brilliantly drawn. Shooting a monster tends to phase it out, but more are regenerated from small stone cairns which look almost identical to those found in *Gauntlet*. Destroy the cairns and you'll stop the flow of aliens. It's not difficult to see where the idea came from. Some monsters weild axes which they'll use to hack at you if you're within range or throw at you. Either way, they're good shots and this particular breed is highly dangerous.

Power balls litter the screen and you should pick these up whenever possible. These give extra weapons like machine gun, laser, bazooka, crossbow and so on. All of which are more deadly than the pea shooter you're given when you first start the game.



Once you get the hang of it, and it is definitely more fun playing with a partner, you'll be able to whizz through the early screens and get onto the more interesting ones later in the game. You may have been wondering what the jump button is for as in the early levels you don't need it at all. Just wait till you get to the river of lava over which you have to cross by leaping from plate to plate of unstable, unmelted lava crust. At the same time, you've still got the monsters to contend with. And if you're playing a two player game you must make sure that you keep up with your partner. It's nerve-racking stuff.

One scene which sticks in my mind as a test of endurance concerns the rope ladders. These link three islands together, and you can guess where the key and exit is to be found. Trying to cross a swinging rope ladder with a bunch of baddies breathing down your neck and having to concentrate on jumping over the gaps left by rotton planks is not my idea of a quiet Sunday walk. One false step and you plummet to your doom.

Another scene has you wading through a plain of waist high grass which catches fire and sweeps out of control blocking you off from the exit. And then there's the dragon. It's a one screen scenario with no scrolling and you can't get away until you've zapped him on the head a few times. It's this fight in a confined space that really eats away at your health and stamina.

There seem to be masses of screens and all of them with differing landscapes to negotiate before you can pick up the key and hotfoot it to the exit. The graphics are large and clear though not as neat as those in *Alien Syndrome*.



▶ CROSSFIRE/ FLAK ATTACK

When a whole spate of games appear all based on the same theme, it has got to be said that the coin-op manufacturers are jumping on the band wagon of one or two success stories.

Take for instance, the *Gauntlet* games of a while back, or more recently the *Commando* and *Nemesis* lookalikes.

We've already seen *1942*, *1943*, *Flying Shark* and this month there are two more to add to the already full list. *Crossfire* by JKL Corp and *Flak Attack* from Konami.

Perhaps *Flak Attack* is a more accurate clone and to be fair it is more addictive and exciting than Crossfire. But that is because *Crossfire* is more of a cartoon based game and no attempt at realism has been made.

I'm not knocking *Crossfire* because of its lack of realism, it's still an exciting game to play, though it's easier all round than its rival. You take off from a landing strip in the normal manner and immediately squadrons of enemy planes zoom in for the attack. The planes come in a multitude of different sizes, shapes and colours, some attacking in formation, others flying in silently alone for the kill.

Watch out for rocky outcrops in the sea, they look harmless enough, but back slides a panel and out pops yet another cannon. These are fairly easy to douse before they create too much havoc.

What you do have to watch are the planes which fly up from the bottom of the screen behind you. If you're in the wrong position, and they suddenly appear on your tail, you've no time to manoeuvre and you'll collide. One large plane always appears towards the end of a level and this needs to be pumped full of cannon fire if you're to blow it up. Especially difficult as it is well protected by its own cannons.

Still, you'll quickly learn where to find extra weapons. Four blue planes randomly appear in formation, zipping in and on and off the screen almost before you have a chance to react. Shoot all four and a capsule drops into the sea cycling through a range of colours. Shoot it and fly over the remains and you'll have got yourself another weapon.

The landscape changes as you fly on, but the enemy attacks don't









diminish they just get more ferocious. Volcanoes and hover craft are added to the list of undesirables, ground based canons are a pain and the aircraft at the end of each level are larger and more difficult to kill.

Crossfire is fun, fast but not instantly addictive and I'd only play it for a spot of light hearted relief. For a more serious game of blowing up the baddies I'd turn to the screaming, roaring engines of the fighter jets in *Flak Attack*.

No one could accuse Konami's *Flak Attack* of being unrealistic with its super fast jet aircraft engaged in a series of bitter dogfights. In fact the opening sequence is superb as your single fighter takes off with its engines roaring to take its fighting position in the skies over some helpless city.

Although you start off over a city, the fight swiftly moves on over a number of landscapes and in each area it becomes more difficult to make headway. The city area is relatively easy. Just blast the enemy and avoid the pink mushroom clouds which spring up from the city far below. Initially these aircraft attack singly, though there are many on the screen at once and it's impossible to get to them all. They also travel at a greater speed than your craft, making it difficult, on occasion, to dodge them. And, they're just as likely to turn a swift 90 degrees and fly over the screen in your direction, so ignoring those aircraft that are not diving directly overhead is a big mistake.

Soon the city is left behind and a rugged terrain appears guarded by uncannily accurate ground to aircraft missile launchers. These missiles fill the screen with a blanket of enemy fire and to get through safely you're going to have to take some of them out. It's tricky and gives you a great feeling of satisfaction should you manage to hit the target without getting yourself killed. Eventually though, you'll have to run the gauntlet through a long line of these cannons — virtually impossible to get it right first time as the skies are filled with a thick blanket of missiles.

The enemy now attack in formation, and though they are easier to kill when grouped together there are now many more jets to contend with.

Flak Attack is very noisy, realistic and addictive enough to encourage you to put in just another 20 pence. It's very similar to the other games of this genre, but is still an exciting shoot-'em-up in its own right.

▶ EXTERMINATOR



Exterminator by Taito is really self explanatory. Just blast everything in sight and you should make enough headway up the screen to take on the massive three-headed robotic cyclops.

This is one of those games where playing in the two player mode adds enough excitement to want to continue playing.

So to the start. The first wave of mutants descend from the top of the screen — flying eyeballs, swamp monsters and killer millipedes do their best to stun you. Touch one and you'll be thrown back a few feet while your life span gets that much shorter. When your life points reach zero you die only to reappear for a second shot at the mutants.

The pace is quite fast and you'll have to zip niftily round the screen to avoid a collision. Boulders litter the area — shoot these and, as they disintegrate, you might find a hidden stairwell leading to an undergorund cavern. As soon as you leg-it underground, your partner will automatically follow. Once there, you'll find some metal caskets and if you blast these open some bonus goodies will be revealed. Perhaps an aura capsule which protects you for a short while, or armour, a psycho helmet, even a search goggle.

Search goggles are great — they allow you to detect the rocks which conceal the hidden staircase. And when the millipedes swarm, the time stopper stops them dead, allowing your escape. If one of these dear little creatures get you then tend to hang on tenaciously chomping away at your legs. There's no shaking them off either.

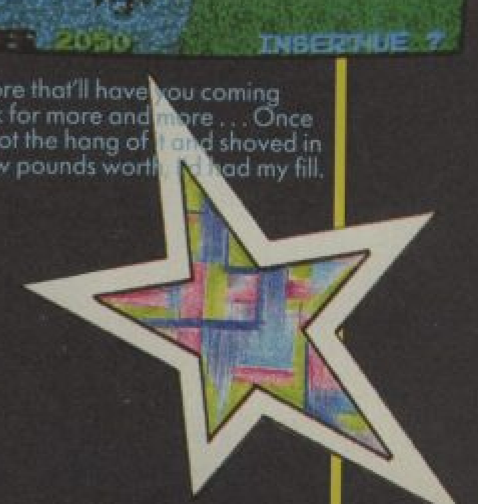
Rows of blue aliens are pretty helpful though, once they're dead. They'll occasionally leave a pulsing blue all behind which, if you pick it up, will dog your footsteps while giving extra fire power. A string of these, each firing upwards, can do lots of damage to the descending enemy forces.

Other items seem to fall at random from laser frazzled aliens and these include the ability to fight and fire in formation, extra speed and more weapons. So if you've got your wits together there's absolutely no reason why you shouldn't be armed to the teeth with a host of other bonuses to see you through to the end of the level.

Although it's a relatively fast moving and enjoyable two-player game, *Exterminator* isn't of the



calibre that'll have you coming back for more and more . . . Once I'd got the hang of it and shoved in a few pounds worth, I'd had my fill.




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ARCADE ACTION

BLACK TIGER

Black Tiger is weird. With a deep and dingy colour scheme, a strange subterranean atmosphere and characters which have stepped straight from the dark ages.

When I first saw the game it wasn't fully completed, so this is very much in the way of a preview.

The reason the colour scheme is in varying shades of purple and black is because the land is doomed to eternal darkness, thanks to three unwanted dragons who descended from the once clear skies above the planet. As usual you've been cast in the role of hero and it's your unenviable task to get rid of the dragons and so lighten the atmosphere.

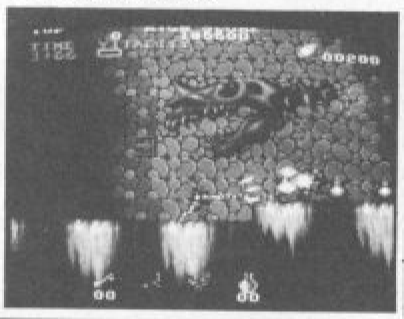
Garbed in armour and equipped with a business-like chain with a studded ball of cast iron at one end, you tread warily to your doom. Peering ahead you can just make out the shape of what looks like a giant ram in armour. But as you creep closer the shape turns into that of the shield and huge torso of one of the dragon's guardians. Clutching your shield you leap forward into battle, swinging the ball and chain for all you're worth.

If you keep your distance you should be able to knobble the mighty warrior with no trouble. The idea is to keep out of reach of hid deadly double-headed axe. Get too close and you're likely to lose your armour and shield which leaves you feeling very vulnerable.

Black Tiger is played in tunnels and there are columns you can use to jump up, leaping from one to the other to get to higher playing areas. Arrows point in the directions you can travel and often there are junctions where there is a choice of paths leading perhaps to the dungeons or up to a higher level.

Prehistoric bats flap into your face while you're clinging to the columns and these are just as likely to kill you as the warriors. Floating blue orbs should be avoided at all costs. You'll stand a much better chance of winning if you manage to find the power box. Catch the item coming out of it and you'll be awarded with a variety of extras like the ability to become tranparent, to speed up, or you'll be given piercing bullets, rapid fire, poison or a time-stopper. Some of which will be very useful when fighting your ultimate opponents — the dragons.

Black Tiger looks very interesting even though it is rather gloomy. And the music doesn't help — it'll strike doom into the most cheerful of souls! Still it's got a lot going for it and it'll be interesting to see the finished game.



AFTER BURNER

After Burner, a fabulous roller coaster ride through war-torn skies is the latest blockbuster from Sega. And having experienced a couple of superfast stomach churning flights, I can see why the game's being heralded with such excitement.

The first five levels are fairly easy to get through with automatic refuilling on the third level. The only difference in these early scenes are the numbers of enemy fighters and the background colours of the scenery. The sixth level is a real killer and consists of high brick walls in a mazelike formation. You've got to fly between these walls to get to the open spaces outside.

After Burner is definitely the best game I've seen this year and if you can afford a pound or ten give it a go.



UK COIN-OP HIGH SCORES HALL OF FAME

Rygar	4,735,250	Keith Bradley, Blackburn, Lancs
Green Beret	6,166,500	Michael Robertson, Newcastle
Street Fighter	1,975,600	Graham Smith, Manchester
Ikari Warriors	2,192,200	Charles Taylor, Lincs
Gun Smoke	1,876,250	Gavin Davies, Swansea
Bubble Bobble	4,793,200	Keith Bradley, Blackburn, Lancs
Gauntlet II	6,758,572	C M Bradley, Sussex
Quartet	8,576,750	James Washburn
Yie Ar Kung Fu	9,999,999	Geoffrey Clarke, Sunderland
Out Run	350,070,030	Steven Martin, Leicestershire
Slap Fight	6,680,550	Phil, Farnworth, Bolton
Indiana Jones	1,180,060	U.S., Bristol
King Of Boxer	1,800,000	Gary Spencer, I.O.W.
Hyper Olympics	2,100,000	Gary Spencer, I.O.W.
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Arkanoid	1,142,000	Matthew Fevrier, London SE17
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Nemesis	1,195,500	Paul Ashworth, Plymouth, Devon
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1942	12,172,270	N Watson, Starburst, Bridlington
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Choplifter	2,238,400	Michael Kane, Scotland
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Pac-Man	3,500,000	Christopher Burns, Lancs
Mr Do	10,000,000	Peter Huesken, Holland
Mr Do's Castle	679,720	Lee Taylor, Lancs
Elevator Action	149,000	Peter Huesken, Holland
Dragon's Lair	993,920	Lee Taylor, Lancs
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Flying Shark	558,340	Neil Wilde, Farnworth, Bolton
Flicky	9,990,990	Neil & Steve, Farnworth, Bolton
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Mailbag.

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● Recent concern over the Alligata release, *Livingstone, I Presume* — has brought racism in computer games out into the open. Racism in computer software is quite often horrific but sexism in computer games seems to have been neglected recently.

Many games are stuffed full of sexist stereotypes, reinforcing prejudice and increasing division in society. Strip poker games are the most obvious example of sexism by degrading women, portraying them as sex-objects. Sexist attitudes are already reinforced daily by all areas of the media, especially scandal seeking 'news sheets' published by the "News Tycoons."

Sexist games are often not noticed, they have been incorporated into the very design of today's software. Your recent review schedule shows the male dominance in games characters, scenarios, and graphics. Take for instance these games — *Mag Max* (Male, *Greyfell* (male cat), *Head Over Heels* (two male characters), *Little Computer People* (only male characters) and guess which gender the star in *Tubaruba* is?

Most games can have neutral characters, especially when they are robots and aliens. Is the sex of the character always necessary? Do software firms think that women only exist in the home and only venture out to do the shopping?

If they don't where are the 52 per cent of female characters which would make games representative of the population.

It is said that women do play parts in computer games, but these passive roles merely reinforce existing sexist attitudes, an example being *Donkey Kong* which portrays the woman carted off by the gorilla and having to be saved by Mario. The Bug rightfully said this only to be heavily ridiculed by *S.U.* It's comments just showed how pathetically sexist some writers to be.

The popular computer press had a chance a little while back to break the sexist mould when Teresa Maughan became editor of *YS*. Instead of countering the readers and some writers sexist drivel, she merely laughed it off and continues to do so, the magazine still also takes sexist and racist adverts.

Dwelling upon adverts, we can see a further tentacle of computer sexism the sexist advert. The most blatant modern example is *Barbarian* by Palace which went one step further from drawings of scantily-clad women and actually showed a photo of Maria Whittaker with a lack of clothing. Palace has shot to the Number one slot, this means that they are sinking lower than low to sell their products.

A conclusion for all the companies out there can be that by ignoring and exploiting 52 per cent of the population, they are obviously losing out on 52 per cent of the profit that they could make. A more normal conclusion is that sexism in computer games ignores and often degrades women.

Jaron Lewis and Jeffrey Davy
The Bug

● Editor's reply: We've all had a ponder about racism and computers, chaps, but we can't think of any "horrific" examples. Write in and tell us. We know quite a few girls read C+VG so why don't you also write in with your views on sexism and computer games.

● I wrote to your magazine once before, but though my name was not printed, my letter was! So, I felt I had to write again to get the fame I deserve and to sort out a few things.

First, though, I don't want to talk to any Conan the Librarian or some idiot in the margin but to someone of the stature like Lieut. Laww, one cool dude.

Right, on with the letter — I am sick and tired about people complaining about advertisements for games unreleased yet. The reason is that the advert is given to C+VG by the company well in advance for a future issue and, in between the time the company sends its adverts out and the time they actually appear in the magazine, something can go wrong in programming the game — so there is an advert but not game.

Tony T. appears to be in the middle of things at the moment. It is my belief that he is actually nearly always right but goes way over the top and appears wrong.

However, he does have an expert knowledge of the computing industry and knows what he is taking about.

I don't like this music review feature. Normally I enjoy the special features you do but music has too many different tastes. However it is good to see that your still coming up with innovative ideas to make the mag better. Well done.

You have successfully managed to cover a very wide range of computers. So, it is very annoying to read letters from Oric and Enterprise owners having a go at C+VG for not doing reviews. It is obviously not C+VG's fault, they just do not get the games from the manufacturers. I think there should be special features on things like starting your own magazine or advice on programming just one-offs.

I think that about wraps it up for now, I shake hands with all the male members of the team, and love and kisses to the ladies, and robots — may your joints never rust. Well done on a superb mag. From your most loyal reader.

Rik Munro
Surrey

● Editor's reply: At last! Somebody understands the problems we face. It's hell, I tell you being me. The responsibility, the pain, the worry.

● I would just like to congratulate you on your excellent magazine, especially your Play by Mail pages written and conducted so well by Wayne.

I have been reading your magazine since April '83 without I might add missing any copies and I feel that the content has improved year by year. I started buying C+VG because it was unmatched in Adventure gaming news and features handled by a certain Mr Campbell — just as his column was allowed to expand, I feel that Wayne's column should be expanded also.

It is good to see new ideas being used and tried out, and I think this column was your best bet yet. It would be nice to see the reaction of an article about Fanzines, but this may be straying to far.

Mike Danaher
Northampton

● Editor's reply: We'd love to expand lots of C+VG's features but time and space are always against us.

● Okay! Plucked enough courage once again, here goes. He removed his trusty Biro from its rather fetching holder. It was a BIC roller ball, which

he had customised by covering in Tipex and drawing funny faces all over it with felt tips!

Yes, there was even one of the *Ed* on it. His hand fluttered nimbly over the paper as he wrote his next offering of earhole G.B.H. to the C+VG *Mailbag*.

Hi Guys. Comin' over to my place for a game of scrabble and a cup of Horlicks. And if you edit this letter to 1/12th of it's content as you did last time I really will send my 17½ stone overweight mother to make Big Red look like a speak 'n' spell. Grill look like a Morphy Richards toaster and Otiss. . . well, what's he supposed to be anyway?

Okay, a half serious matter next. Remember these immortal words. "We are trying to improve our Atari 8 bit coverage. We've got a new reviewer Jerry Muir to check them out." Why, oh why. Why? You never use him! It's always this Brian Webber chappie. Needless to say if a really good Atari 800X game comes along the Editor grabs it! What was wrong with Haken anyway?

Glad that's behind me. Now would you like to hear my views on *Rock On*? Tough, your going to hear them anyway.

Get rid of it. Who ever thought of this idea needs his/her legs slapped. Don't ever let me see it again. Use the page for an Atari XL extra. Before I go, I would like to offer a suggestion as to why Tony T is blue. I think it is because someone let Big Red out of the C+VG nursery room with his Junior Artist Paint Set.

What was the relevance of that revoltingly fat and nauseating gentlemen on August's Mailbag pages? As the Editor was replying I sort of thought if was him. Let's have Tony T replying to the letters sometime. Everyone else seems to get a shot. Can I get a shot?

Andy Blair
Glasgow

● **Editor's Reply: No!**

● This letter is about a game I just bought, written by Tony T, your Hot Gossip man. He's always talking about the best software and all these things.

Well, when I went to a shop a few days ago, I saw a game called Frennesis at *Frennesis* again and what did I see? Written by Tony T. I didn't have to look any further! Tony, the guy who always talks about the latest *Good* software. So, I bought it. I came home and the first thing I wanted to do was play the game.

Well, I wish I hadn't bothered!! This game is the most stupid, disgusting game ever. I'm really angry about this one, Tony. This is what is called a Rip-Off!! Here are my points.

- Graphics 1
- Sound 0
- Value 0
- Playability 0
- Total 0

I hope no one else has bought this stupid game. Tony's always talking about the best software and he publishes this load of *@"*@". Even my little sister who's just two years old could write this program.

Bart Treommelen
The Netherlands

● **Editor's reply: Tony T sends his regards and thanks you for your well thought out and balanced comments.**

● I am writing to reply about a certain A Q from Norfolk who say Mel and Kim are rubbish. They are the bizz and heavy metal is very out dated, and why was the *Beastie Boys'* LP in your heavy metal section, they outclass anything in heavy metal. Why not ditch the H.M. section and bring in a hip hop one, because this is the music of the moment.

Oh yes, a question. What's the best, an Amiga or an ST, is it an Amiga for it's graphics and sound or an ST for it's vastly superior game's collection? I want to know because I might buy one — for games only.

Ian Walker
Leicester

● **Editor's reply: On the contrary HM is very in at the moment, but we take your point and hope to expand the type of music covered. Rumours have reached us from a very unreliable source which talk of Amiga price cuts soon. Stay tuned.**

● Firstly, I'd like to say that I welcome any album review in your magazine of any type. I would prefer other music to be reviewed. I own an Atari ST and have done so for a year now. Therefore, after reading the Atari ST special, I decided that I'd better write in and say a big thank you for all your support of this fabulous new computer.

Yesterday, I purchased *Gauntlet* for my ST after reading the review in your magazine. I must say that it must be the best game out because of the fantastic graphics and gameplay. There is a bug in it though. If one character dies — in a two player game — and the INSERT key is pressed immediately — two resurrected characters will appear!!

Try it and see.

In your review, you mentioned that a four player Gauntlet will be out. Will it be an add-on,or will it cost another £25.

Gavin Lim
Kent

PS. I've finished *Ultima 3* on my Atari 800. Please write to me if you have any trouble playing it.

● **Editor's reply: Thanks for the *Gauntlet* tip, Gavin, watch out for *Gauntlet II*.**

● Wayne's outdated. OK, if you want a "music" section in your mag please remember this is the 80s not the 70s. I think it is ridiculous to review only hard rock, heavy metal, speed metal and other metals!

I completely agree with Stuart Gorland. If you want to review hard music, how about punk. Don't say that there is no more punk, cause if punk is dead, then hard rock lies 13 billion years away. Just look at The Conflict, The Exploited, GBH and many others — or won't you dare to review it because there's lots of *@* and !§* in it?

If you want something new come over to Belgium, it's the world's centre for New Wave. If you're too lazy to come over just open your eyes up — there're loads of good, unknown groups in England like Alien Sex Fiend, Sisters of Mercy, The Dead Kennedy's etc. I think you should review records of unknown, new bands bringing different music so that more people know that it exists and buy it. Got it, Wayne?

I was a bit disappointed with three of your issues earlier on this year — namely March, April and May. They were so weak. But, I am glad to report that you have got it together again.

I loved the advert for Game Over — could you do that into a gigantic poster? I would also love a poster of Hewson's Zynaps. Regards to Jerry Paris — some real neat artwork!

Wim de Gent
Belgium

● **Editor's reply: Alien Sex Fiend unknown? Where have you been Wim? Oh, Belgium. There you go then! World's centre for New Wave, eh? What about Berlin then? I have seen a good group from Belgium — M.A.M. I think they were called. But we take your point — watch this space for a more comprehensive music section.**

● In last month's Mailbag, I read a Mr G Evans letter concerning Imagine's *Game Over* advert. If the boy is so concerned about the advert why doesn't he just turn the page over. I am sure people like me prefer these sort of adverts — it catches my attention. So Gareth if you don't like it, buzz off.

I'd be very grateful if you could tell me more about the wonderful Sega system. How long will it take to get to the shops, will you be doing regular reviews etc?

Another comment to Mr Taylor if he is still reading C+VG. C+VG is very fair when it comes to competition winners whatever race, creed or colour.

I know because I am brown skinned and Moslem and I have won a competition in every four times I have entered — that's a ratio of one out of every 4 dumbos. So, Mr Taylor go bury your head under a rock.

Please leave Mr Tony T alone. So what if he's an alien. And to end, please please can I go out with Melissa? I am handsome, intelligent, loving, caring, and sexy!!

Romeo Mo
London

● **Editor's reply: The Game Over ad has certainly stirred up a hornet's nest. It's not fair to tell someone to ignore a page of C+VG if they don't like it. There should be no forbidden areas of the magazine. And no part should be offensive to our readers.**

Sorry, Romeo, but Melissa is booked up for the next few months.

MAIL-SOFT

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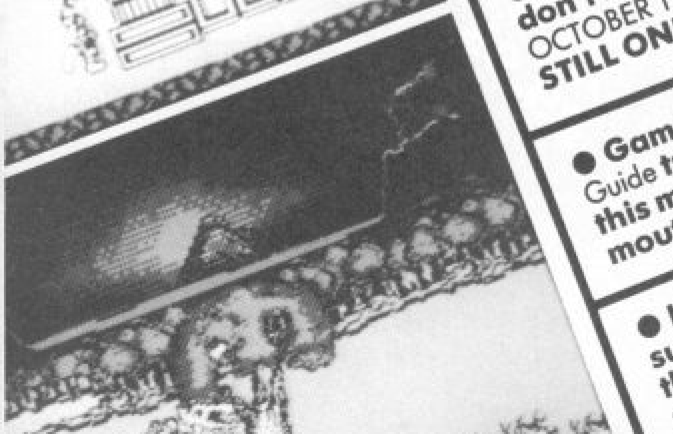
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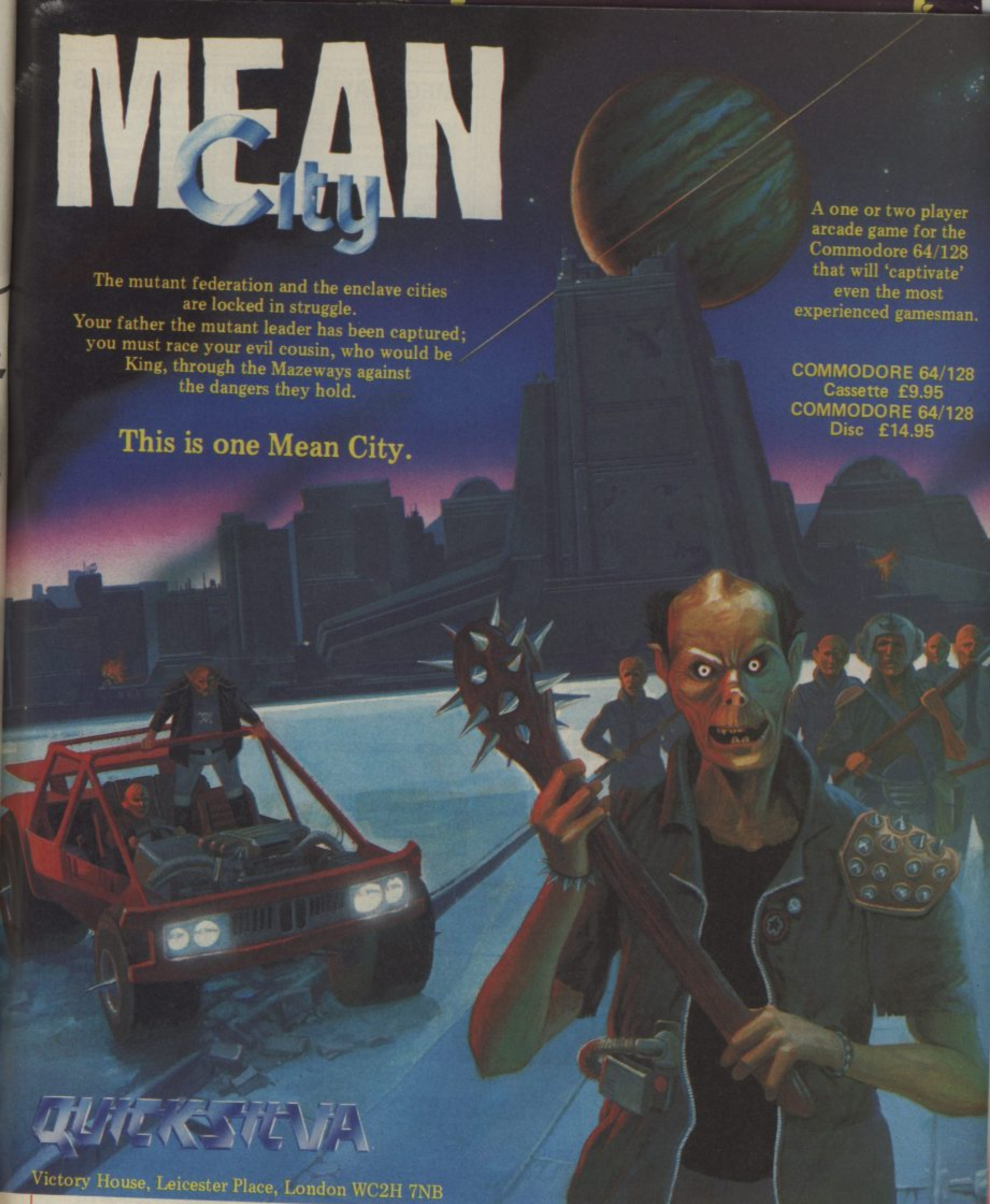
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Hot Gossip

C+VG's Hot Gossiper Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.

Just recently there has been fan increase in the number of ads which feature various parts of women's bodies.

There is a time and place for everything. I pick up computer magazines to read about computers and games and NOT to have huge breasts thrust at me! What is even stranger is just WHY this has been happening . . .

There was a time, a few years ago, when the now defunct mag, *Home Computing Weekly*, started to display models on its cover holding computer peripherals. This did lead to protests and the idea was dropped.

Mark Cale of **System Three** probably has the dubious honour of the worst sexual exploitation with his exploits at the PCW Show of 1985, he was due to release a game called *Twister — Mother of Harlots*, and hired a dance troupe of girls that could only be described as "very physical" to dance on his stand. The girls were banned eventually as it was all a little too suggestive . . .



ST WARS

Recently this sort of exploitation has increased with the ads getting even more daring; the one for *Game Over* really did take it to the extreme. Ocean was not the only one, **Mirrorsoft** with its *Defender of the Crown* and **Palace** with its promo of *Barbarian* with a raunchy cover featuring Maria Whittaker also got in on the act.

Of course it does get the game coverage for better or worse, all software companies are allowed artistic license to plug their games, it really is just a matter of degree.

In our society sex is generally acknowledged as a selling point, but being honest, to my mind crude sexual artwork has NO PLACE in computer games.

Three dimensional games are in this month! After having experienced the latest **Novagen** offerings — see this issue — I now have to try and put another 3-D game into perspective.

It's called **ST Wars** and it comes from a US company called **Miles Computing Inc**.

It's based on three scenarios from the *Star Wars* film trilogy.

The game boasts nine different scenes, Asteroid Field, Space Assault, Wave Attack, Surface Mission, Enter Trench, Enter Tunnels, Obstacle Room, Power Generator and Exit Starbase.

"Enough of these blasted descriptions — what is the game like?" I hear you cry.

Well it plays well but the animation gets real slow real fast as the action hots up.

There are loads of different scenes to try and some of them work well with reasonably fast graphics, sound is boring in the game (but rather nice in the title sequence at the start of the game).

I will give you a smattering of some of the better scenes in the game, you start by trying to get your man to his fighter through a couple of corridors and through a hanger.

Control is via the mouse (which works well) and you can shift from ground view to a top down view quite easily. When seated in your fighter there is a quick launch sequence. You now find yourself in the Asteroid Field zapping asteroids and tie-fighters coming in from all sides.

To get to the Space Assault you have to fly through a moving slot in the side of a box, this gives you energy and pressing H will hyperspace you to the next scene.

The next tasty item is the Surface Mission, here you have to blow away the control towers and avoid missiles launched at you from the ground bases. When you zap the towers they explode true to life with bits all over the place. Lovely, lovely, lovely!

The Trench Tunnel sequence is real close to the original *Star Wars* coin-op, the obstacles are nicely coloured — all in wire frame — and you can get a little dizzy if you lose control and start to spin.

The last couple of scenes are fun, the obstacle room is exactly that and you have to steer around obstacles — a really strong 3D effect here — and then blow up the power generator. if you manage to do this you leave through the trench again and fly off into space to see the planet explode.

The variety of scenes makes this game entertaining, and although it is weak in parts it does generally satisfy. Indeed if you are a fan of the arcade *Star Wars* games then this is for you.



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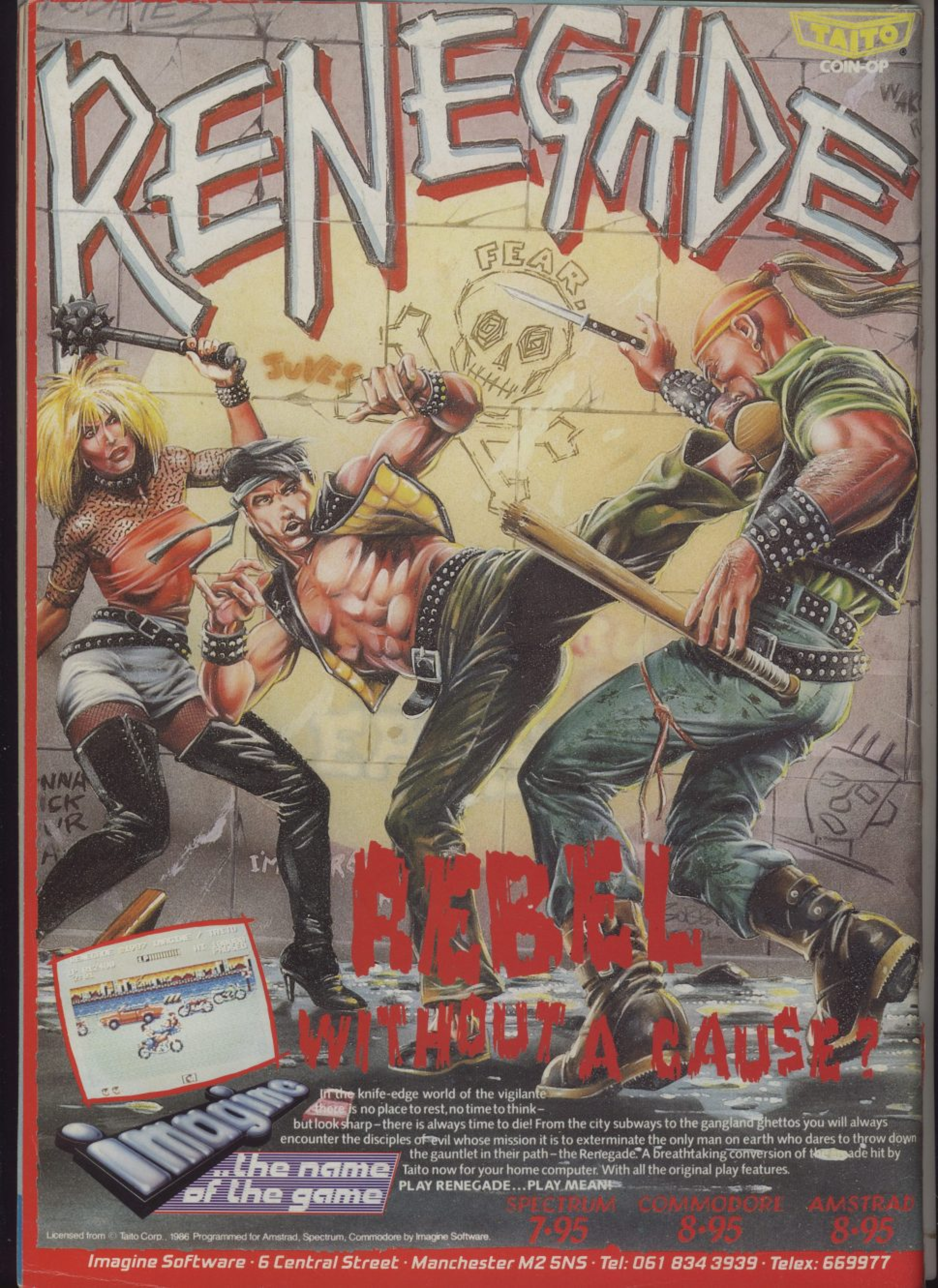
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